

Hank Aaron



EMPTY	MEN ON
14 BATTING	15
29 DOUBLES	36
13 TRIPLES	31
49 POWER	55
K11 CONTACT	K12
W3 PATIENCE	W6
1 HBP	1

AGE 23
G 157
BA .322
HR 44
RBI 132
SB 1
DH 0
PH 1
PR 0

JUMP 3
STEAL 50
B/R
B-

H & R	36
SAC	1
B/HIT	10/40
GDP	1

POS	C	1B	2B	3B	SS	LF	CF	RF
GAMES								69 84
FIELDING								C+ C+
ERROR								13 10
FCB5 - 1957		CA		PB				OA B

FLIP CARD BASEBALL



Sandy Koufax



EMPTY	MEN ON
-2 PITCHING	-3
-1 2B ADJ	-5
-10 PW ADJ	+3
-5 STRIKEOUT	-5
-1 CONTROL	0
-15 HBP ADJ	-15

AGE 28
G 29
ERA 1.74
INN 223
SO 223
BB 53
W 19
L 5
SV 1
OBA .191

STA 30
GS 28
GR 1

WILD PITCH	57
BALK	0
GDP	0
RANGE	D
HOLD	-15
ERROR	48
HIT & RUN ADJ	-8

1964

FLIP CARD BASEBALL VERSION 5

VERSION 5

THE PITCH						
(!) ON THE OUTER CORNER (STRIKE OUT 7)						
GROUND BALL	363 (R1 BR 36)		!			
FLY BALL	F8		WILD PITCH?			
RUNNING GAME	HOLD -15 OR (GOOD LEAD STEAL +10)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	D-	C	A	YES	C	NO (OF TE?)
TAG UP ON FLY BALLS			ASSIST	BUNTING		9
TAG 3RD	YES		NO	(POP DP2-LB)		
TAG 2ND	NO (SWO YES)					
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK			A			

SEATTLE MARINERS

1993



AVE .260
ERA 4.20
FLD .985

RELIEVER	6	7	8	9
Jeff Nelson	6	32	42	16
Rich DeLucia	4	12	18	14
Dennis Powell	5	14	15	10
Dwayne Henry	7	13	11	5
Norm Charlton		1	3	30
Brad Holman	5	7	9	10

FLIP CARD BASEBALL VERSION 5

BALL IN PLAY			
THAT ONES IN HIS WHEELHOUSE PW (FB)			
FIELDING			
FLY BALL INTO THE RIGHT CENTER FIELD ALLEY. THE RIGHT FIELDER RANGES OVER! (F9 OR 1B 1 BASE ADVANCE)			
BALL PARK ACTION			
HIT INTO RIGHT FIELD FIELDING RATING VS BASE RUNNING. (BATTER RISK?) BATTER WINS DOUBLE, PITCHER WINS SINGLE			
STAMINA		EXHAUSTED	-
POWER/SPEED (JUMP ROLL SINGLE)			


FLIP CARD BASEBALL 5




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CALLING YOU OWN STEALS
CLOSING WORDS

Tom Seaver



EMPTY	MEN ON
-6 PITCHING	+5
+10 2B ADJ	0
+3 PW ADJ	-15
-4 STRIKEOUT	-5
0 CONTROL	-2
-5 HBP ADJ	-4



AGE 25
G 37
ERA 2.82
INN 290.2
SO 283
BB 83
W 18
L 12
SV 0
OBA .214


STA
32
GS
36
GR
1

WILD PITCH	26
BALK	0
GDP	1
RANGE	C
HOLD	-1
ERROR	30
HIT & RUN ADJ	0


1970

FLIP CARD BASEBALL VERSION 5

Johnny Bench



EMPTY	MEN ON
13 BATTING	9
41 DOUBLES	54
17 TRIPLES	15
49 POWER	65
K8 CONTACT	K9
W3 PATIENCE	W5
1 HBP	1



AGE 22
G 158
BA .293
HR 45
RBI 148
SB 5
DH 24
PH 5
PR 0

JUMP
9
STEAL
71
B/R
C+

H & R	25
SAC	9
B/HIT	19/49
GDP	1

POS	C	1B	2B	3B	SS	LF	CF	RF
GAMES	139	12		1		15	2	7
FIELDING	B+	C		C		C	C	C-
ERROR	14	14		0		37	0	67
FCB5 - 1970		CA	-15	PB	28	OA		B



INTRODUCTION

FLIP Card Baseball 5 is the latest in the line of the FLIP Card Baseball series.

Versions 1 & 2 (2009-2011) were made available to anyone who wanted them via a spreadsheet program. You could cut and paste stats directly from Baseball Reference, make a few league adjustments and you would have your player cards and be ready to play.

Version 2 made improvements to the way fielding error ratings were rated. The initial system had an A,B,C,D,E rating. The new system changed to a 1-100 system. The initial Power and Double ratings were 1-10 now they also changed to 1-100. Color logos were also added to the game at this stage.

Version 3 (Not Publicly Released) was where the current system of check the pitch first and then if there is no strikeout, walk or hit by pitch you put the ball in play. Players were now rated for Bases Empty/Men On splits.

Version 4 (Not Publicly Released) added these things

- Individual fielding range
- Ballparks
- An enhanced stamina system featuring five different stamina levels
- Miscellaneous Occurrences
- A narrative based double sided FLIP Card Deck
- Improved base running
- In play outs split into two different categories
- Multiple chances in play results
- Fully built in Auto Jump system for stealing bases
- Ground Ball/Fly ball mechanism

Version 4 took the game to a whole new level of playability. Good defences mattered. If you were playing in the Kingdome or Coors field the offence reigned. Some parks were more suited to pitchers. The speedy runners came to life with the auto steal system. Pitchers stamina went from Fresh, Normal, Fading, Tired to Exhausted

Then Version 5 happened

Gone are the Miscellaneous Occurrences replaced by a Ballpark Action system. There are speed singles for the fast men. A new Ballpark system that includes left/right splits. Out types that are dependent on Base Running, Jump, Fielding Range, Throwing Errors, Wind and Pitcher Hold ratings. The stealing system has been split into two sections (1) Running Game (2) Jump system. You can Bunt for a hit or Hit and Run and these ratings are right there on the player cards. There are also some color coded results for players that do certain things to an extreme level, for instance strikeout or walk or pitchers that strike out more hitters or walk less batters

There are a lot of subtle intricacies to the game. With FLIP Card Baseball 5 you can choose to sit back and enjoy it all or cut back on the play description and play a basic statistically sound game. I feel there is room to experience both styles of game play and it's all using the same FLIP Card Deck.

THE PLAY SEQUENCE

This is the play sequence and can be followed at all times except if the Pitcher is in these stages of Fatigue: - Fresh, Fading, Tired, and Exhausted

Make sure that you only use each side of a flip card once. If you need to refer to something on an already used flip card than flip another card

THE PITCH						
3-1 THIS SHOULD BE A NICE PITCH TO HIT (BALL IN PLAY)						
GROUND BALL		463		!		
FLY BALL		F9		WILD PITCH? CATCHER BLOCK?		
RUNNING GAME		THROWS OVER TO KEEP RUNNER CLOSE				
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	A+	D+	A	YES	NO	NO
TAG UP ON FLY BALLS			ASSIST	BUNTING		5
TAG 3RD	YES		A	10 (POP 5)		
TAG 2ND	NO (SWO YES)					
TAG 1ST	RISK		FLIP CARD BASEBALL 5			
FLD CHECK			C			

BALL IN PLAY			
BALLPARK (GB)			
FIELDING			
DEEP FLY BALL TO THE CENTER FIELD WALL. THE CENTER FIELDER WILL HAVE TO GET ON HIS BIKE! (F8 AND TAG 3RD AND 2ND OR 2B OFF THE WALL AND 3 BASE ADVANCE)			
BALL PARK ACTION			
CLOSE PLAY AT FIRST (UMPIRE CALL 50/50) 3-1 OR INFIELD SINGLE			
STAMINA		EXHAUSTED	-
(12-30) SINGLE TO RF (RISK CATCH -9 RF? L9 OR 2B)			

- (1) Flip a card over so that you can see the two different sides of the card. One will be on the top of the deck, the other will be on the discard pile below the main deck. (See example above)
- (2) On the top deck look at (The Pitch) result to establish if there is a Strike Out, Base on Balls, Hit by Pitch or if you need to check the Exclamation Point section
- (3) If no result to end the at bat happened on the top deck, look at the card on the bottom deck and refer to the (Ball In Play) section. This will tell you whether you need to check ratings on the player cards in relation to a possible Single, Double, Triple or Home Run. This card will also indicate whether we need to then check the Ballpark or Fielding sections
- (4) If the (Ball In Play) result indicates a Fielding check. Flip another card over and refer to the relevant section of the bottom card to find what fielding action is to be checked
- (5) Roll 2D10 or flip a card and use the Random 1-100 number if necessary to find out whether a hit result has occurred
- (6) If the (Ball in Play) section refers to a Ballpark check. Resolve the play by rolling 2D10 or flipping a Random 1-100 number and referring to the Ballpark card of the home team. This will indicate whether a Out, Single, Possible Double, Power or Ballpark Action will occur
- (7) If the result is a hit with base runners on flip another card and reference the Base Running section under the correct out and base situation scenario.
- (8) If the result is an out, flip a card and refer to the section on the top of the card referring to (GB) Ground Ball or (FB) Fly Ball.
- (9) If an asterisks (*) is indicated on the out type this is an error check against a fielder. Flip over another card and refer to the random number or 2D10 to see if the error has occurred.

THE HITTER-PITCHER MATCHUP

FLIP Card Baseball is a matchup system where the batter and pitcher interact on almost every result to get a combined rating and the outcome. Over the coming pages there will be instructions and player card examples of how the game works

Every plate appearance has the hitter and pitcher matching up their ratings to produce the result. Think of this as a sliding scale. A hitters' card will produce his statistics quite reasonably by itself. The pitchers rating will adjust the hitters' ratings up or down to change the probability of an action taking place. These matchups include these categories.


- **Batting vs Pitching rating.** This is to produce the singles that occur during the game. The hitters rating will be adjusted by the pitchers rating and referred to the FLIP Card to see if a single has occurred.
- **Doubles vs Doubles Adjustment.** How often will a double occur? The hitters Double Rating will be adjusted by the pitchers Double Adjustment and referred to the FLIP Card to see if a double has occurred.
- **Power vs Power Adjustment.** Some pitchers keep the ball in the yard, some don't. The hitters Power Rating will be adjusted by the pitchers Power Adjustment and then referred to the FLIP Card to get the play result.
- **Contact vs Strikeout.** The hitters Contact rating will be adjusted by the pitchers Strikeout rating. This will tell us if the hitter has struck out or put the ball in play. If the combined rating is higher than the rating on the FLIP Card then the batter has avoided the strikeout and put the ball into play. If the combined rating is equal or less than the rating on the FLIP Card then the batter has struck out. (Remember) From a hitter's perspective: - Above is Good! Below is Bad!
- **Patience vs Control.** The hitters Patience rating will be adjusted by the Control rating of the pitcher to give us a combined rating to see if a walk has occurred or a ball is put into play. If the combined rating is equal or higher than the result on the FLIP Card than a walk has occurred. If lower than the hitter puts the ball into play. (Remember) From a hitter's perspective: - Above is Good! Below is Bad!
- **Hit by Pitch vs Hit by Pitch Adjustment.** The two ratings are combined to see if the hitter has been hit by a pitch or otherwise the ball is put into play.
- **Ground Ball Double Play vs Ground Ball Double Play Adjustment.** The hitters Double Play rating (GDP) is added to the pitchers (GDP) Ground into Double Play rating. The FLIP Card is then referenced with the combined number and the type of out indicated occurs.

PLAY EXAMPLE


**CONTACT VS
STRIKEOUT

STRIKEOUTS**

Frank Thomas



EMPTY	MEN ON
14 BATTING	9
44 DOUBLES	56
0 TRIPLES	0
47 POWER	61
K12 CONTACT	K12
W6 PATIENCE	W10
1 HBP	14




JUMP 8
STEAL 66
B/R D+

H & R	29
SAC	1
B/HIT	11/41
GDP	0


POS	C	1B	2B	3B	SS	LF	CF	RF
GAMES		150						
FIELDING		D						
ERROR		12						
FCB5 - 1993		CA		PB		OA		

VS

Randy Johnson



EMPTY	MEN ON
-4 PITCHING	+3
+1 2B ADJ	-1
+5 PW ADJ	-4
-7 STRIKEOUT	-8
0 CONTROL	0
+25 HBP ADJ	+10



STA 30
GS 34
GR 1

WILD PITCH	39
BALK	24
GDP	1
RANGE	D+
HOLD	+5
ERROR	0
HIT & RUN ADJ	-5

1993

FLIP CARD BASEBALL VERSION 5

THE PITCH						
0-0 CALLED STRIKE BY THE UMPIRE "C'MON BLUE" (STRIKE OUT 4)						
GROUND BALL		*543 (R1 BR 53)		!		
FLY BALL		L7		PASSED BALL?		
RUNNING GAME		GREAT LEAD STOLEN BASE (TE*? C)				
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	OF ARM	NO	A+	YES	D	OF ARM
TAG UP ON FLY BALLS			ASSIST	BUNTING		51
TAG 3RD	YES		A	5-10 (FC 5-LB)		
TAG 2ND	NO					
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK			B+			

BALL IN PLAY

SITTING ON THE PITCH. CRUSHES IT DOWN THE LINE, FAIR OR FOUL POWER (FB) (MODERATE WIND IN FLY BALL)

FIELDING

GROUND BALL TO THE (LHB) FIRST BASEMAN (RHB) THIRD BASEMAN. CAN HE GET THERE IN TIME? (LHB)3-1 (RHB) 5-3 OR 1B 1 BASE ADVANCE)

BALL PARK ACTION

L9* (IF ERROR OFFICIAL SCORER 50/50 TO TURN IT INTO A HIT)

STAMINA	EXHAUSTED	TIRED	FADING
(2-30) SINGLE TO LF (!)			

FLIP CARD BASEBALL 5

SCALE		
K -10	The Contact (Batter) - Strikeout (Pitcher) matchup will be brought into play on any THE PITCH results that refer to a Strikeout.	
K -9		
K -8		
K -7		
K -6		We get the result by adding together the Batters Contact Rating and the Pitchers Strikeout Rating to get an adjusted Strikeout Rating. We then take this adjusted rating and refer it to the Strikeout result on the FAC Deck to get the result. The result would either be a Strikeout or that the Batter has put the Ball in Play.
K -5		
K -4		
K -3		
K -2		
K -1		
K 0		There are three sections on the scale for strikeouts. (1) K0-K15, all hitters will be rated with one of these ratings (2) K16+, This would happen only if the Batter and Pitchers adjusted rating = 16+, the Batter would put the Ball in Play on any of these occasions as no strikeout can occur (3) K-10 to K-1, When the Batter and Pitcher adjusted rating takes the strikeout rating into the negatives. These negative ratings will be accessed by the Blue Readings.
K 1		
K 2		
K 3		
K 4		
K 5		
K 6		
K 7		
K 8		
K 9		
K 10		
K 11		
K 12		
K 13		
K 14		
K 15		
K 16+		

If the combined rating is higher than the rating on the FLIP Card then the batter has avoided the strikeout and put the ball into play. If the combined rating is equal or less than the rating on the FLIP Card then the batter has struck out. (Remember) From a hitter's perspective: - Above is Good! Below is Bad!

Example Displayed Cards		
Card	STRIKE OUT 4	
THOMAS	K12	K12
JOHNSON	-7	-8
Adj Rate	K5	K4
Above	YES	NO
Result	IN PLAY (POWER)	STRIKE OUT


Equal is a Strikeout

PLAY EXAMPLE

PATIENCE VS CONTROL

BASE ON BALLS

Ozzie Smith#




EMPTY	MEN ON	
15 BATTING	14	JUMP
19 DOUBLES	32	54
14 TRIPLES	32	STEAR
0 POWER	3	72
K15 CONTACT	K14	B/R
W5 PATIENCE	W2	C+
1 HBP	9	

H & R	37
SAC	1
B/HIT	20/50
GDP	1

POS	C	1B	2B	3B	SS	LF	CF	RF
GAMES					134			
FIELDING					C+			
ERROR					13			
FCB5 - 1993	CA	PB	OA					

VS

Greg Maddux



EMPTY	MEN ON	
+1 PITCHING	0	STA
+1 2B ADJ	-10	30
-5 PW ADJ	-15	GS
-2 STRIKEOUT	-1	36
-1 CONTROL	-2	GR
0 HBP ADJ	-5	0

WILD PITCH	22
BALK	11
GDP	2
RANGE	A-
HOLD	+15
ERROR	46
HIT & RUN ADJ	-1

1993

FLIP CARD BASEBALL VERSION 5

THE PITCH						
LACK OF CONTROL IS GETTING THIS PITCHER INTO TROUBLE (BASE ON BALLS 5)						
GROUND BALL		53* (*ADV)		!		
FLY BALL		F7		WILD PITCH?		
RUNNING GAME		HOLD -15 OR (GOOD LEAD STEAL +5)				
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	YES	C-	C	D-	NO
TAG UP ON FLY BALLS			ASSIST	BUNTING		22
TAG 3RD	O/A STOP (A-B)		A (SW TE*)	SH (1-4)		
TAG 2ND	RISK					
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK			B+			

THE PITCH						
BASE ON BALLS 1 (JUMP 50+)						
GROUND BALL		13		!		
FLY BALL		L5		WILD PITCH? CATCHER BLOCK?		
RUNNING GAME		HOLD 10+ OR (BAD LEAD STEAL -20)				
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	A	A	YES	YES	A	NO
TAG UP ON FLY BALLS			ASSIST	BUNTING		8
TAG 3RD	YES		A-B	6-10 (FC 5-LB)		
TAG 2ND	NO (SWO YES)					
TAG 1ST	(BR) B		FLIP CARD BASEBALL 5			
FLD CHECK			A+			

If the combined rating is equal or higher than the result on the FLIP Card than a walk has occurred. If lower than the hitter puts the ball into play. (Remember) From a hitter's perspective: - Above is Good! Below is Bad!

W0-
W1
W2
W3
W4
W5
W6
W7
W8
W9
W10
W11
W12
W13
W14
W15
W16
W17
W18
W19
W20

The Patience (Batter) - Control (Pitcher) matchup will be brought into play on any THE PITCH results that refer to a Base on Balls (Walk).

We get the result by adding together the Batters Patience Rating and the Pitchers Control Rating to get an adjusted Base on Balls Rating. We then take this adjusted rating and refer it to the Base on Balls result on the FAC Deck to get the result. The result would either be a Base on Balls (Walk) or that the Batter has put the Ball in Play.

There are three sections on the scale for Base on Balls (1) W1-W15, all hitters will be rated with one of these ratings (2) W16+, This would happen only if the Batter and Pitchers adjusted rating = 16+, the Batter would then Walk on any of these occasions (3) W0-, When the Batter and Pitcher adjusted rating takes the Base on Balls rating to a zero or into the negatives. This simply means the batter cannot walk in this at bat.

	1st Example Card		2nd Example Card	
Card	BASE ON BALLS 5		BASE ON BALLS 1	
Smith	W5	W2	W5	W2
Maddux	-1	-2	-1	-2
Adj Rate	W4	W0	W4	W0
=/Above	No	No	Yes	No
Result	In Play	In Play	Walk	In Play

Equal is a Walk

PLAY EXAMPLE

**HIT BY PITCH VS HBP
ADJ**

HIT BY PITCH

Ron Hunt

	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th>EMPTY</th> <th>MEN ON</th> </tr> <tr> <td>15 BATTING</td> <td>14</td> </tr> <tr> <td>31 DOUBLES</td> <td>33</td> </tr> <tr> <td>10 TRIPLES</td> <td>0</td> </tr> <tr> <td>10 POWER</td> <td>14</td> </tr> <tr> <td>K14 CONTACT</td> <td>K11</td> </tr> <tr> <td>W6 PATIENCE</td> <td>W4</td> </tr> <tr> <td>100 HBP</td> <td>100</td> </tr> </table>	EMPTY	MEN ON	15 BATTING	14	31 DOUBLES	33	10 TRIPLES	0	10 POWER	14	K14 CONTACT	K11	W6 PATIENCE	W4	100 HBP	100	<p>JUMP 6 STEAL 33 B/R B</p>
EMPTY	MEN ON																	
15 BATTING	14																	
31 DOUBLES	33																	
10 TRIPLES	0																	
10 POWER	14																	
K14 CONTACT	K11																	
W6 PATIENCE	W4																	
100 HBP	100																	

POS	C	1B	2B	3B	SS	LF	CF	RF
GAMES		85	16					
FIELDING		E	C-					
ERROR		16	37					
FCB5 - 1970		CA	PB				OA	

VS

Nolan Ryan

	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th>EMPTY</th> <th>MEN ON</th> </tr> <tr> <td>-2 PITCHING</td> <td>-3</td> </tr> <tr> <td>-4 2B ADJ</td> <td>-10</td> </tr> <tr> <td>-15 PW ADJ</td> <td>+10</td> </tr> <tr> <td>-4 STRIKEOUT</td> <td>-2</td> </tr> <tr> <td>+6 CONTROL</td> <td>+2</td> </tr> <tr> <td>+20 HBP ADJ</td> <td>-15</td> </tr> </table>	EMPTY	MEN ON	-2 PITCHING	-3	-4 2B ADJ	-10	-15 PW ADJ	+10	-4 STRIKEOUT	-2	+6 CONTROL	+2	+20 HBP ADJ	-15	<p>STA 21 GS 19 GR 8</p>
EMPTY	MEN ON															
-2 PITCHING	-3															
-4 2B ADJ	-10															
-15 PW ADJ	+10															
-4 STRIKEOUT	-2															
+6 CONTROL	+2															
+20 HBP ADJ	-15															

<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td>WILD PITCH</td> <td>59</td> </tr> <tr> <td>BALK</td> <td>0</td> </tr> <tr> <td>GDP</td> <td>1</td> </tr> <tr> <td>RANGE</td> <td>D+</td> </tr> <tr> <td>HOLD</td> <td>+10</td> </tr> <tr> <td>ERROR</td> <td>100</td> </tr> <tr> <td>HIT & RUN ADJ</td> <td>-5</td> </tr> </table>	WILD PITCH	59	BALK	0	GDP	1	RANGE	D+	HOLD	+10	ERROR	100	HIT & RUN ADJ	-5	
WILD PITCH	59														
BALK	0														
GDP	1														
RANGE	D+														
HOLD	+10														
ERROR	100														
HIT & RUN ADJ	-5														
1970															
FLIP CARD BASEBALL VERSION 5															

THE PITCH						
HEATER IN ON THE HANDS (HBP?)						
GROUND BALL	(T*) 46		!			
FLY BALL	L5		WILD PITCH?			
RUNNING GAME	HOLD -10 OR (BAD LEAD STEAL -20)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	A-	A	C	OF ARM	D+	NO
TAG UP ON FLY BALLS			ASSIST	BUNTING		23
TAG 3RD	YES		A-B (MW TE*)	SH (2-4)		
TAG 2ND	(HR) 40+					
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK			A-			

THE PITCH						
THROWN HIGH AND TIGHT (HBP?)						
GROUND BALL	31		!			
FLY BALL	F8		BALK?			
RUNNING GAME	HOLD 25+ OR (GOOD LEAD DOUBLE STEAL +20)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	C	A-	NO	C-	D-	NO
TAG UP ON FLY BALLS			ASSIST	BUNTING		60
TAG 3RD	YES		NO	8-10 (POP 3)		
TAG 2ND	RISK					
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK			C-			

SCALE 0-100

The HBP (Batter) - HBP ADJ (Pitcher) Matchup will be brought into play on any THE PITCH results that refer to HBP? (Hit by Pitch)

We get the result by adding together the Batters HBP Rating and the Pitchers HBP ADJ Rating to get an adjusted Hit By Pitch Rating. We then roll 2D10 or flip a random 100 number to get a number between 1-100. If the 2D10 or R100 number is equal to or less than the adjusted Hit by Pitch Rating then the batter has been struck, award him first base on a Hit by Pitch. If the batter is not hit he will put the Ball in Play.

An adjusted rating going beyond 100 will always be a Hit by Pitch. Any rating that is adjusted below zero will never be a Hit by Pitch. The Batter would then put the Ball in Play.

In the attached example we see Ron Hunt who has a perfect 100 for his Hit By Pitch Rating for both Bases Empty and Men On categories. If the Pitcher did not have any adjustment rating then every time a HBP? Result would come up he would be hit and be on his way to first base.


Hard throwing Nolan Ryan has a +20 HBP ADJ (120) when the bases are empty. So in this matchup Ron Hunt would always be struck by Ryan.

With men on base though Nolan Ryan would take -15 off Hunt's rating of 100 to make it an adjusted (85). A 1-100 roll of 1-85 would result in a Hit by Pitch and 86-100 would be a Ball in Play.


PLAY EXAMPLE

**BATTING VS
PITCHING
SINGLES**

Roberto Clemente



EMPTY	MEN ON
22 BATTING	25
38 DOUBLES	33
36 TRIPLES	41
38 POWER	22
K7 CONTACT	K9
W3 PATIENCE	W4
8 HBP	15




JUMP 16
STEAL 90
B/R A+

H & R	43
SAC	1
B/HIT	13/43
GDP	1


POS	C	1B	2B	3B	SS	LF	CF	RF
GAMES							2	144
FIELDING							C	C+
ERROR							0	19
FCB5 - 1967		CA		PB			OA	A

VS

Bob Gibson



EMPTY	MEN ON
+3 PITCHING	-2
+5 2B ADJ	-15
-3 PW ADJ	-3
-3 STRIKEOUT	-2
-1 CONTROL	-1
-10 HBP ADJ	+2



STA 29
GS 24
GR 0

WILD PITCH	21
BALK	17
GDP	1
RANGE	C
HOLD	-25
ERROR	0
HIT & RUN ADJ	-4

1967

FLIP CARD BASEBALL VERSION 5

THE PITCH						
CONTACT MADE (BALL IN PLAY) (K -4 STRIKEOUT/W19 WALK)						
GROUND BALL		*43		!		
FLY BALL		*L3		BALK?		
RUNNING GAME		HOLD -20 OR (GOOD LEAD STEAL +20)				
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO OF ARM		B-	A-	NO B	
TAG UP ON FLY BALLS			ASSIST	BUNTING		53
TAG 3RD	YES		A-C	SH (1-4)		
TAG 2ND	YES					
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK			E+			

BALL IN PLAY
(24-30) JUST PAST THE OUTSTRETCHED GLOVE OF THE THIRD BASEMAN SINGLE TO LF (GB)

FIELDING
LINE DRIVE TO THE SECOND BASEMAN'S BACKHAND SIDE. HE DIVES FULL STRETCH! (L4 OR 1B TO RF)

BALL PARK ACTION
HIT INTO CENTER FIELD, WILL RUNNER TRY FOR SECOND (RISK?). CHECK ARM RATING TO SEE IF BATTER THROWN OUT

STAMINA	FRESH	-	-
----------------	-------	---	---

ALL ON BASE RESULTS BECOME FB

FLIP CARD BASEBALL 5

SCALE	1-30
--------------	-------------

Batting Rating vs Pitching Rating matchup will be brought into play on any BALL IN PLAY results that have a possible Singles reading.

The Batter will have a Batting Rating of ranging somewhere between (1-30) The Pitcher will have a Rating that will adjust the batters rating either negatively or positively.

If the adjusted Batting Rating falls within the range of numbers in brackets on the FLIP Card check then a single has occurred. The Batter is at first base. Check any Base Running advancement as needed.

If the adjusted Batting Rating falls outside of the number range in the brackets than the out in brackets (FB) (GB) would occur. Flip another card and get the out result.

Any combined rating over 31+ will be an automatic single. Any combined rating going into negatives will be subject to have some hits taken away on Blue Readings next to Ballparks and Fielding checks. Please note these would only take away singles on those checks. If an extra base hit occurred the negative Blue Reading would not effect


Card	Example Displayed Cards	
	STRIKE OUT 4	
Clemente	22	25
Gibson	+3	-2
Adj Rate	25	23
In Range	Yes	No
Result	Single	Ground Ball

PLAY EXAMPLE

DOUBLES VS 2B ADJ

DOUBLES

Dustin Pedroia



EMPTY	MEN ON
16 BATTING	13
60 DOUBLES	63
11 TRIPLES	0
23 POWER	12
K12 CONTACT	K12
W3 PATIENCE	W4
18 HBP	31

AGE 24
G 157
BA .326
HR 17
RBI 83
SB 20
DH 0
PH 2
PR 0


H & R	34
SAC	6
B/HIT	20/50
GDP	1

POS C 1B 2B 3B SS LF CF RF

GAMES 157
FIELDING C+
ERROR 4
FCB5 - 2008 CA PB OA

VS

Roy Halladay



EMPTY	MEN ON
+2 PITCHING	-1
-15 2B ADJ	-10
-10 PW ADJ	-5
-1 STRIKEOUT	-3
-2 CONTROL	-2
+10 HBP ADJ	0

AGE 31
G 34
ERA 2.78
INN 246
SO 206
BB 39
W 20
L 11
SV 0
OBA .237

WILD PITCH	20
BALK	0
GDP	2
RANGE	B-
HOLD	+2
ERROR	11
HIT & RUN ADJ	-4

2008

FLIP CARD BASEBALL VERSION 5

THE PITCH						
3-0 BREAKING BALL (BALL IN PLAY)						
GROUND BALL		*53		!		
FLY BALL		L7*		WILD PITCH?		
RUNNING GAME		HOLD 0 OR (BAD LEAD STEAL -15)				
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	D	OF ARM	A	C-	B+
TAG UP ON FLY BALLS			ASSIST	BUNTING		4
TAG 3RD	RISK?		A-C	6-10 (POP DP 1-LB)		
TAG 2ND	NO (SWO YES)		FLIP CARD BASEBALL 5			
TAG 1ST	NO		A-			
FLD CHECK			A-			

BALL IN PLAY

HARD GROUND BALL DOWN THE FIRST BASE LINE 2B? (FB)

FIELDING

SHALLOW FLY TO CENTER FIELD. THE CENTER FIELDER WILL HAVE TO RUSH IN TO GET THIS ONE. (F8 OR 1B TO RF 1 BASE ADVANCE)

BALL PARK ACTION

CLOSE PLAY AT FIRST (UMPIRE CALL 50/50) 6-3 OR INFIELD SINGLE

STAMINA	EXHAUSTED	-	-
----------------	-----------	---	---

DOUBLE?/HOME (HOME FIELD ADVANTAGE SINGLE)

SCALE	0-130
-------	-------

The DOUBLES (Batter) - 2B ADJ (Pitcher) Matchup will be brought into play on any BALL IN PLAY or BALLPARK results that refer to 2B? (Doubles)

We get the result by adding together the Batters Double Rating and the Pitchers 2B ADJ Rating to get an adjusted Doubles Rating. We then roll 2D10 or flip a random 100 number to get a number between 1-100. If the 2D10 or R100 number is equal to or less than the adjusted Doubles Rating then the batter has hit a double and is standing on second base. Refer to the base running section if there was a man on first when he hit the double to see if he scores.

If the Batter fails the doubles check, take the out type in brackets after the description (FB) or (GB) and flip another card over referring to that out type to get the result on the play

An adjusted rating going beyond 100 will always be a Double. Any rating that is adjusted below zero will never be a Double, the Batter would then be out unless he had a secondary hit result ex 2B?/1B

For Batters with adjusted Doubles Ratings over 100 there are Blue Readings that give the Batter a chance to hit extra doubles

Card	Example Displayed Cards	
	Ball in Play then 2B?	
Pedroia	60	63
Halladay	-15	-10
Adj Rate	45	53
Double	1-45	1-53
Out	46-100	54-100

PLAY EXAMPLE

POWER VS PW ADJ

HOME RUNS

Cecil Fielder



EMPTY	MEN ON
14 BATTING	15
48 DOUBLES	43
0 TRIPLES	10
85 POWER	85
K2 CONTACT	K3
W5 PATIENCE	W8
7 HBP	29




JUMP 1
STEAL 0
B/R D-

H & R	25
SAC	1
B/HIT	10/40
GDP	1


POS	C	1B	2B	3B	SS	LF	CF	RF
GAMES	143							
FIELDING	C							
ERROR	12							
FCB5 - 1990	CA	PB	OA					

VS

Roger Clemens



EMPTY	MEN ON
+4 PITCHING	-4
+3 2B ADJ	-10
-15 PW ADJ	-10
-3 STRIKEOUT	-5
0 CONTROL	-2
0 HBP ADJ	+10



STA 30
GS 31
GR 0

WILD PITCH	39
BALK	0
GDP	0
RANGE	C
HOLD	-15
ERROR	27
HIT & RUN ADJ	-9

1990

FLIP CARD BASEBALL VERSION 5

THE PITCH						
2-0 THE PITCHER TRIES TO PLACE ONE IN THERE (BALL IN PLAY)						
GROUND BALL		463 (R1 BR (T*) 463)		!		
FLY BALL		F8		WILD PITCH? CATCHER BLOCK?		
RUNNING GAME		HOLD 5+ OR (BAD LEAD STEAL -20)				
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	YES	A-	D+	OF ARM	B-	NO
TAG UP ON FLY BALLS			ASSIST	BUNTING		7
TAG 3RD	YES		A-B (YES? TE*)	SH (2-4)		
TAG 2ND	F9		FLIP CARD BASEBALL 5			
TAG 1ST	NO		E+			
FLD CHECK						

BALL IN PLAY

GOOD SWING ON THAT ONE PW (FB) (STRONG WIND IN FLY BALL)

FIELDING

HARD GROUND BALL TO THE SECOND BASEMAN CAN HE PREVENT THE SINGLE AND TURN A DOUBLE PLAY? (4-6-3/1B)

BALL PARK ACTION

SINGLE TO LEFT FIELD (RISK? BASE RUNNING RATING TO TURN IT INTO A DOUBLE)

STAMINA	EXHAUSTED	TIRED	FADING
(22-30) SINGLE TO CF (RISK CATCH -9 CF? L8 OR 2B)			

SCALE 0-130

The POWER (Batter) - PW ADJ (Pitcher) Matchup will be brought into play on any BALL IN PLAY or BALLPARK results that refer to PW OR POWER (Home Run)

We get the result by adding together the Batters Power Rating and the Pitchers PW ADJ Rating to get an adjusted Power Rating. We then roll 2D10 or flip a random 100 number to get a number between 1-100. If the 2D10 or R100 number is equal to or less than the adjusted Power Rating then the batter has hit a Home Run and is circling the bases. All base runners will score

If the Batter fails the Power check, take the out type in brackets after the description (FB) or (GB) and flip another card over referring to that out type to get the result on the play

An adjusted rating going beyond 100 will always be a Home Run. Any rating that is adjusted below zero will never be a Home Run, the Batter would be out, unless there is a secondary hit check ex PW/2B?.

For Batters with adjusted Power Ratings over 100 there are Blue Readings that give the Batter a chance to hit extra Home Runs


Card	Example Displayed Cards	
	Ball in Play then PW	
Fielder	85	85
Clemens	-15	-10
Adj Rate	70	75
Home Run	1-70	1-75
Out	71-100	76-100

PLAY EXAMPLE

GDP VS GDP

GROUND BALL - FLYBALL

Stan Musial*




AGE 33	EMPTY	MEN ON	
G 153	13 BATTING	11	JUMP
BA .330	60 DOUBLES	48	12
HR 35	9 TRIPLES	46	STEAL
RBI 126	46 POWER	48	12
SB 1	K13 CONTACT	K14	B/R
DH 0	W6 PATIENCE	W8	C
PH 0	34 HBP	1	
PR 0	H & R	33	
	SAC	1	
	B/HIT	12/42	
	GDP	1	

POS	C	1B	2B	3B	SS	LF	CF	RF
GAMES		10				10		146
FIELDING		C				C		C
ERROR		53				34		7
FCB5 - 1954		CA				PB		OA B

VS

Warren Spahn*



AGE 33	EMPTY	MEN ON	
G 39	+1 PITCHING	+1	STA
ERA 3.14	-10 2B ADJ	-10	26
INN 283.1	-2 PW ADJ	-5	GS
SO 117	0 STRIKEOUT	0	34
BB 77	-1 CONTROL	0	GR
W 21	-15 HBP ADJ	-5	5
L 12	WILD PITCH	14	
SV 2	BALK	11	
OBA .245	GDP	1	
	RANGE	C	
	HOLD	+30	
	ERROR	38	
	HIT & RUN ADJ	1	

1954

FLIP CARD BASEBALL VERSION 5

FLIP CARD BASEBALL 5

BALL IN PLAY
(GROUND BALL-FLY BALL) (0) FB (1) FB (2) FB (3) FB (4) 643

FIELDING
HARD GOUNDER BACK TO THE MOUND. IF THE PITCHER SNARES IT A DOUBLE PLAY IS TURNED. (1-6-3 OR 1B TO CF 1 BASE ADVANCE)

BALL PARK ACTION
DOUBLE? TO RIGHT FIELD (FIELDING RATING TO KEEP IT TO A SINGLE)

STAMINA	EXHAUSTED	TIRED	FADING
(16-30) SINGLE TO CF (RISK CATCH -3 CF? L8 OR 2B)			

FLIP CARD BASEBALL 5

BALL IN PLAY
(GROUND BALL-FLY BALL) (0) FB (1) FB (2) LDP? (3) 643 (4) 463

FIELDING
GROUND BALL TO THE (LHB) FIRST BASEMAN (RHB) THIRD BASEMAN. CAN HE GET THERE IN TIME? (LHB)3-1 (RHB) 5-3 OR 1B 1 BASE ADVANCE)

BALL PARK ACTION
HIT INTO CENTER FIELD FOR AN EASY SINGLE (BATTER RISK?) OUTFIELDERS ARM RATING BATTER WINS DOUBLE, CENTER FIELDER WINS SINGLE THEN THROWN OUT AT

STAMINA	EXHAUSTED	-	-
PITCHER/HITTER EXPERIENCE CHECK FB/POWER?			

SCALE 0-5

The GDP (Batter) - GDP (Pitcher) Matchup will be brought into play on any BALL IN PLAY results that refer to (GROUND BALL - FLY BALL)

We get the result by adding together the Batters GDP Rating (Musial 1) and the Pitchers GDP Rating (Spahn 1) to get an adjusted GDP Rating (Adj 2). We then take this number referring back to the BALL IN PLAY card and looking at the result next to your adjusted rating.

Results can be a (1) Ground Ball Double Play (2) A Fly Ball (3) A possible Line Out Double Play

On Double Play results with no one on, the indicated fielder will throw the ball to first for the out. If there are two outs and a runner on first the indicated fielder will throw to second base for the force out

Any Fly Ball results, flip another card and refer to the Fly Ball section for the out. Manager option to check any base runner advancement on the Tag Up section


If an LDP? result comes up we treat this like we treat a Fly Ball. The only difference is that when you have flipped another card to get the Fly Ball result, if this result is a Line Out of any type, you will flip another card and refer to the fielder indicated in the Fly Out section, referring to their Fielding Rating. A pass would be a Line Drive Double Play. If the fielder failed the fielding check it is just the one out on the line out.

BALLPARKS


CLEVELAND INDIANS
1994

66-47 2ND AL CENTRAL

HOME 35-16
AWAY 31-31



JACOBS FIELD



	0	10	20	30	40	50	60	70	
0	ACTION	ACTION	2B?	OUT	2B?	2B?	1B	POWER	0
1	1B	OUT	R/2B?	OUT	POWER	1B	POWER	1B	1
2	POWER	2B?	OUT	OUT	1B	POWER	POWER	ACTION	2
3	ACTION	ACTION	1B	R/PW?	OUT	2B?	POWER	1B	3
4	POWER	2B?	OUT	1B	2B?	2B?	1B	POWER	4
5	1B	ACTION	R/2B?	POWER	R/2B?	POWER	1B	ACTION	5
6	L/1B	2B?	2B?	2B?	POWER	1B	R/PW?	POWER	6
7	2B?	1B	POWER	1B	POWER	POWER	OUT	2B?	7
8	1B	POWER	2B?	R/2B?	2B?	POWER	2B?	OUT	8
9	R/PW?	2B?	R/2B?	1B	POWER	POWER	2B?	R/PW?	9
	0	10	20	30	40	50	60	70	

If a BALL IN PLAY result indicates a BALLPARK. Roll 2D10 or flip a card for a Random 1-100 number. Take this number and refer to the Home Teams Ballpark Card.

All Major League Parks will have results on numbers 00-79. Some Parks have results on 80+. This is rare but the park could not fit within 80 results so an extra line is located above the grid to indicate what results are on those 80+ numbers

If the Random Number falls outside the range in the grid (80-99). Refer back to the original In Play result card and see what type of out is indicated (GB) Ground Ball (FB) Fly Ball to determine the play.

If you are using the Random 1-100 number on the FAC Deck 100 random number 100 would represent 00 on this Ballpark Card.

Ballparks are rated for the season of play only. It will give 77-81 games of data worth to show what sort of style of ballpark it is.

Parks like Dodger Stadium and the Astrodome will be good for pitchers. The Kindome or Fenway Park good for hitters.

Some parks like Yankee Stadium will favour Left Handed Power Hitters

Below are a list of occurrences may happen on you BALLPARK Card

- OUT The batter is OUT. Use the (GB) (FB) out type indicated on the FAC
- 1B The Batter has hit a single
- 2B? Possible Double. Follow the Double vs Double Adj Rules
- POWER Possible Home Run. Follow the Power vs Power Adj Rules
- ACTION Flip another FAC and refer to the BALLPARK ACTION section
- L/1B A single for Left Handed Batters Only
- L/2B? A Possible Double for Left Handed Batters Only
- L/PW? A Possible Home Run for Left Handed Batters Only
- R/1B A single for Right Handed Batters Only
- R/2B? A Possible Double for Right Handed Batters Only
- R/PW? A Possible Home Run for Right Handed Batters Only


PLAY EXAMPLE

FIELDING

2018 BRAVES IN THE FIELD

RIGHT FIELD

Nick Markakis*



EMPTY	MEN ON	
14 BATTING	16	
47 DOUBLES	60	JUMP
0 TRIPLES	14	2
15 POWER	19	STEAL
K10 CONTACT	K11	50
W5 PATIENCE	W6	
1 HBP	6	

H & R	35	B/R
SAC	1	F
B/HIT	10/40	
GDP	1	

AGE	34
G	162
BA	.297
HR	14
RBI	93
SB	1
DH	2
PH	0
PR	0


POS	C	1B	2B	3B	SS	LF	CF	RF
GAMES						3		158
FIELDING						C	B	
ERROR						0		4

FCB5 - 2018 CA PB OA B

FLIP Card B to F makes the play

SHORTSTOP

Dansby Swanson



EMPTY	MEN ON	
11 BATTING	12	
36 DOUBLES	61	JUMP
29 TRIPLES	12	23
19 POWER	33	STEAL
K3 CONTACT	K7	71
W3 PATIENCE	W6	
1 HBP	21	

H & R	27	B/R
SAC	3	B-
B/HIT	16/46	
GDP	0	

AGE	24
G	136
BA	.238
HR	14
RBI	59
SB	10
DH	0
PH	1
PR	0

POS	C	1B	2B	3B	SS	LF	CF	RF
GAMES						136		
FIELDING						B-		
ERROR						10		

FCB5 - 2018 CA PB OA

FLIP Card B- to F makes the play

FLIP CARD BASEBALL 5

BALL IN PLAY

FIELDING (JUMP 14+ RUNNING GAME) (1B-HG -10/FB)

FIELDING

GROUND BALL TO THE (LHB) SECOND BASEMAN (RHB) SHORTSTOP. CAN HE GET THERE AND TURN THE DOUBLE PLAY? (LHB)4-6-3 (RHB) 6-4-3 OR 1B)

BALL PARK ACTION

HIT INTO RIGHT FIELD. IF THE PITCHERS DOUBLE ADJUSTMENT IS (+) THEN A DOUBLE OTHERWISE A SINGLE

STAMINA	FRESH	-	-
----------------	-------	---	---

ALL ON BASE RESULTS BECOME GB

FLIP CARD BASEBALL 5

BALL IN PLAY

GROUND BALL

FIELDING

SHALLOW FLY TO RIGHT FIELD. THE RIGHT FIELDER WILL HAVE TO RUSH IN TO GET THIS ONE. (F9 OR 1B TO RF 1 BASE ADVANCE)

BALL PARK ACTION

HIT INTO RIGHT FIELD FOR A POSSIBLE DOUBLE. CHECK THE CUT OFF FIELDER THE FIRST BASEMAN'S FIELDING RATING TO KEEP IT TO A SINGLE

STAMINA	EXHAUSTED	-	-
----------------	-----------	---	---

(!) (5-30) SINGLE TO LF

If the Fielding rating of the player indicated on the fielding check is equal or higher than the FAC then the play has been successfully made.	SCALE
	F
	E-
	E
	E+
	D-
	D
	D+
	C-
	C
	C+

When the Ball In Play result says Fielding you must flip another card and look under the FIELDING section

The FIELDING section will give a brief description of the play including where the ball has been hit, what type of ball was hit, the difficulty of the catch and the fielder who is going to attempt the play.

It will also tell you the result if the play is successfully made, or the result if the player fails the check. It may also at this time indicate how many bases the base runners will advance.

You will then flip another card over and check the FLD CHECK section on the top card. This will give either a letter rating A+ to F or just say failed.

If the Fielding rating is equal or above the result on the FLD Check section of the card the play has been made.

If his Fielding rating is below the result on the FLD Check section of the card then the play has not been made.

The Worst Fielder (F) will make 2% of the Fielding Check Plays. A (C) 50% and an (A+) 92%. Each grade increases by 6%

In the first Example the Right handed hitter hits it to the Shortstop Dansby Swanson. If the Flip card reading is B- through F the play is made if A+ through B he doesn't make the play. A card result of FAIL is just that a failure to make the play.


PLAY EXAMPLE


GETTING A JUMP

STOLEN BASES

THE PITCH						
BASE ON BALLS 2 (JUMP 50+)						
GROUND BALL		(SS) 463 OR 46		!		
FLY BALL		F7		WILD PITCH? CATCHER BLOCK?		
RUNNING GAME		HOLD -15 OR (BAD LEAD STEAL -10)				
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	NO (OF E?)	YES	C	B+	NO (OF E?)
TAG UP ON FLY BALLS			ASSIST	BUNTING		27
TAG 3RD	YES (SWI NO)		A-B (YES? TE*)	4-10 (FC 3-LB)		
TAG 2ND	F9		FLIP CARD BASEBALL 5			
TAG 1ST	OF ARM		B+			
FLD CHECK			B+			

Willie McGee#



AGE 23	EMPTY	MEN ON													
G 123	20 BATTING 14	14													
BA .296	16 DOUBLES 23	23	JUMP												
HR 4	20 TRIPLES 72	72	90												
RBI 56	3 POWER 12	12	STEAL												
SB 24	K9 CONTACT K9	K9	66												
DH 0	W2 PATIENCE W1	W1													
PH 16	10 HBP 12	12													
PR 2	<table border="1"> <tr> <td>H & R</td> <td>34</td> <td>B/R</td> </tr> <tr> <td>SAC</td> <td>1</td> <td>B-</td> </tr> <tr> <td>B/HIT</td> <td>27/57</td> <td></td> </tr> <tr> <td>GDP</td> <td>1</td> <td></td> </tr> </table>		H & R	34	B/R	SAC	1	B-	B/HIT	27/57		GDP	1		
H & R	34	B/R													
SAC	1	B-													
B/HIT	27/57														
GDP	1														

POS	C	1B	2B	3B	SS	LF	CF	RF
GAMES						1	116	
FIELDING						C	C-	
ERROR						0	33	
FCB5 - 1982	CA		PB		OA		C	

BALL IN PLAY
(9-30) PULLS IT INTO THE CENTER FIELD ALLEY SINGLE TO CF (GB) (BR - TWO BASES) (JUMP 110+)

FIELDING
SWIRLING POP JUST BEHIND THE FIRST BASEMAN. HE'S THE ONLY ONE THAT CAN GET THERE. (P3 OR 1B AND 1 BASE ADVANCE)

BALL PARK ACTION
HIT INTO LEFT FIELD. IF THE PITCHERS DOUBLE ADJUSTMENT IS (+) THEN A DOUBLE OTHERWISE A SINGLE

STAMINA	FRESH	-	-
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ALL ON BASE RESULTS BECOME GB


FLIP CARD BASEBALL 5


JUMP SCALE	0-100, *, **, ***
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STEAL SCALE	1-100
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VS

Gary Carter



AGE 28	EMPTY	MEN ON													
G 154	12 BATTING 13	13		JUMP											
BA .293	63 DOUBLES 24	24	10												
HR 29	0 TRIPLES 8	8	STEAL												
RBI 97	30 POWER 46	46	28												
SB 2	K11 CONTACT K11	K11													
DH 0	W5 PATIENCE W7	W7													
PH 3	15 HBP 30	30													
PR 0	<table border="1"> <tr> <td>H & R</td> <td>33</td> <td>B/R</td> </tr> <tr> <td>SAC</td> <td>5</td> <td>B-</td> </tr> <tr> <td>B/HIT</td> <td>15/45</td> <td></td> </tr> <tr> <td>GDP</td> <td>1</td> <td></td> </tr> </table>		H & R	33	B/R	SAC	5	B-	B/HIT	15/45		GDP	1		
H & R	33	B/R													
SAC	5	B-													
B/HIT	15/45														
GDP	1														

POS	C	1B	2B	3B	SS	LF	CF	RF
GAMES	153							
FIELDING	A-							
ERROR	9							
FCB5 - 1982	CA	-8	PB	16	OA			

In Flip Card Baseball the Stolen Base system is automated. This system is split into two different sections. (1) The Running Game, which we'll deal with on another page (2) The Jump and Steal system.

You will see the Result (JUMP) come up after the play result on both THE PITCH result on the top card, or BALL IN PLAY result on the bottom card. These results are usually (JUMP 20+) and can range through to (JUMP 120+) and even to special ratings of (JUMP *) through (JUMP***)

If second base is open and the Flip card reading shows a batter getting on base, if we see a JUMP reading on the play description we must check if the Batter who got the hit qualifies to steal the base.

In our example cards Willie McGee of the 1982 Cards would get a (1) Walk on the top card (JUMP 50+) (2) A single on the bottom card (JUMP 110+)

Willie McGee has a JUMP Rating of (90) in 1982. So in this case the card JUMP rating must say a JUMP number 90 and below.

THE PITCH example, McGee Walks, and his JUMP Rating is higher than the 50 on the card, so he will attempt to steal. Then take his STEAL Rating (66) and adjust by Catcher Gary Carter's ARM Rating (-8) (ADJ 58). A result of (1-58) is a Stolen Base (59-100) is thrown out.

Card number two (JUMP 110+) is above the JUMP Rating of 90 for Willie McGee so no steal attempt occurs.


*** On Successful Steals, on rolls of 1-10, also check the Catcher for a throwing error ***


PLAY EXAMPLE

RUNNING GAME

STOLEN BASES

George Brett*





AGE 29	EMPTY	MEN ON	
G 144	14 BATTING	11	JUMP
BA .301	42 DOUBLES	47	10
HR 21	30 TRIPLES	42	85
RBI 82	34 POWER	19	STEAL
SB 6	K12 CONTACT	K12	85
DH 0	W4 PATIENCE	W7	B/R
PH 0	7 HBP	1	A
PR 0	H & R	32	
	SAC	1	
	B/HIT	11/41	
	GDP	1	

POS	C	1B	2B	3B	SS	LF	CF	RF
GAMES				134		12		
FIELDING				C+		C		
ERROR				18		0		
FCB5 - 1982		CA		PB		OA		A

VS

Ron Guidry*



AGE 31	EMPTY	MEN ON	
G 34	-3 PITCHING	0	STA
ERA 3.81	+5 2B ADJ	+10	28
INN 222	+5 PW ADJ	-10	GS
SO 162	-2 STRIKEOUT	-2	33
BB 69	0 CONTROL	0	GR
W 14	-5 HBP ADJ	-10	1
L 8	WILD PITCH	32	
SV 0	BALK	13	
OBA .254	GDP	1	
	RANGE	D	
	HOLD	-4	
	ERROR	0	
	HIT & RUN ADJ	-2	

1982

FLIP CARD BASEBALL VERSION 5

THE PITCH						
CONTACT MADE (BALL IN PLAY)						
GROUND BALL	*3		!			
FLY BALL	L8		WILD PITCH? CATCHER BLOCK?			
RUNNING GAME	HOLD -5 OR (BAD LEAD STEAL -5)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	YES	YES	YES	NO	NO
TAG UP ON FLY BALLS			ASSIST	BUNTING		13
TAG 3RD	YES		A (YES? TE*)	SH (5-4)		
TAG 2ND	NO (TBR C/O)					
TAG 1ST	(BR) B+		FLIP CARD BASEBALL 5			
FLD CHECK			D-			

THE PITCH						
THAT ONE FLOATS INTO THE MIDDLE OF THE PLATE (STRIKE OUT 0)						
GROUND BALL	64		!			
FLY BALL	F9 (S/WIND FOUL)		BALK?			
RUNNING GAME	HOLD 10+ OR (GOOD LEAD STEAL +20)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	NO	OF ARM	B	NO	NO
TAG UP ON FLY BALLS			ASSIST	BUNTING		20
TAG 3RD	YES		A-C (TE*)	10 (POP 2)		
TAG 2ND	NO					
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK			B-			

JUMP SCALE	0-100, *, **, ***
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HOLD SCALE	+30 TO -30
------------	------------

The Running Game system in FLIP Card Baseball pairs with the JUMP - STEAL system to make a complete Auto Stolen Base System.

What the Running Game system tries to do is three different things (1) Bring the Pitchers ability to Hold runners into play (HOLD Rating) (2) Bring possible pickoffs into the picture (3) Get lower frequency base stealers their steal attempts for the season.

On a BALL IN PLAY result there may be a readings in brackets (RUNNING GAME). This running game will have a JUMP number behind it just like the normal JUMP - STEAL system reading. If the Hitter or Base Runner this Running Game result refers to qualifies under the JUMP System (JUMP equal or below the FLIP Card) Then we must flip over a new card, look at the top deck under the heading RUNNING GAME.

On most occasions the RUNNING GAME result will refer to a PITCHERS HOLD Rating. If the Pitcher qualifies to stop the RUNNING GAME a steal attempt won't occur. If he doesn't qualify to stop the RUNNING GAME the Base Runner will attempt to steal the base.

LOWEST	+30	+25	+20	+15	+10	+5
MIDDLE	+4	+3	+2	+1	0	
	-1	-2	-3	-4		
HIGHEST	-5	-10	-15	-20	-25	-30

In example card one HOLD -5 OR (BAD LEAD STEAL -5) Ron Guidry (HOLD -4) is not good enough to qualify to stop the RUNNING GAME. George Brett will steal but with a BAD LEAD (STEAL -5)



Example two. HOLD 10+ OR (GOOD LEAD STEAL +20) Guidry's HOLD Rating -4 is better than HOLD 10+ so he stops the RUNNING GAME

PLAY EXAMPLE

BASE RUNNING

RUNNER ADVANCEMENT

Lou Brock*

EMPTY	MEN ON	
16 BATTING	12	JUMP
40 DOUBLES	32	94
40 TRIPLES	43	STEARL
23 POWER	25	74
K8 CONTACT	K10	B/R
W1 PATIENCE	W3	A
15 HBP	32	

H & R	32
SAC	1
B/HIT	28/58
GDP	0

POS	C	1B	2B	3B	SS	LF	CF	RF
GAMES								157
FIELDING								C+
ERROR								26

FCB5 - 1967 CA PB OA B

THE PITCH						
(!) BASE ON BALLS 1 (JUMP 40+)						
GROUND BALL		53* (*ADV)		!		
FLY BALL		*L5		WILD PITCH?		
RUNNING GAME		HOLD -5 OR (BAD LEAD STEAL -15)				
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	OF ARM	B+	NO	YES	D	A+
TAG UP ON FLY BALLS			ASSIST	BUNTING		97
TAG 3RD	OF ARM		A	6-10 (FC 1-LB)		
TAG 2ND	NO					
TAG 1ST	RISK		FLIP CARD BASEBALL 5			
FLD CHECK			A-			

	SCALE	
If the Base Running rating of the player involved is equal or higher than the FAC then the extra base has been taken.	F	When a hit occurs with a runner on base we must flip a card and refer to the Base Running Section to find out whether that runner has taken an extra base or not
	E-	
	E	
	E+	
	D-	The Base Running ratings are between A+ & F. Similar to the Fielding Rating if the flip Card result is equal or below the runners Base Running (BR) rating then the extra base is taken. If the flip card result is above the runners Base Running Rating then he has only taken one base for singles and two for doubles.
	D	
	D+	
	C-	
	C	
	C+	
	B-	
B		
B+	You can see from the example flip card above that the Base Running section is split into six different sections. There is a section for 0 & 1 Outs, and a different section for 2 Outs in each situation.	
A-		
A		
A+		

1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
---------	-------------	---------	-------------	---------	-------------

Refer to the section relevant to your situation. 1B R1ST simply means when you hit the single you had a runner on first. There are results for runners on second and also results when doubles are hit. If a section heading has (2) in it. It simply means this is the section you use with two outs.

Runners will always take one base on a single or two bases on a double. The Base Running section is simply for extra bases taken

If the result is a YES then they have taken the extra base. If the result is a NO then they only go the same amount of bases as the base hit. One for a single, two for a double.

If the result says OF ARM then the runner has a chance to get thrown out trying to take the extra base by the Outfielder. Check the ASSIST section of the FAC which will give you a Result of A, B, C or NO. IF the Outfield Arm Rating of the fielder matches the flip card result then the base runner is thrown out. If the Outfielders ARM Rating is outside the result on the FAC then the runner has taken the extra base safely.

If the result says RISK. Then the Base Runner is taking a risk to get the extra base against the Outfielders Arm. Play this the same as the OF ARM explanation above. On the other hand if the result says RISK? with a question mark. It is the managers choice to choose to try and risk it against the Outfielders Arm or not. You can obviously then see if the Outfielder has a Strong (A) Average (B) or Weak (C) Assist chance.

The results BR RISK and BR RISK? work the same way as the RISK explanation above. The only difference is you are not checking the Outfielders Arm but checking the Base Runners BASE RUNNING rating. If he passes the check he's safe, if not he is thrown out.

Some results will also have you check for a (E?) Error or a (TE?) Throwing Error. The normal error process occurs.

TAGGING UP ON FLY BALLS

THE PITCH						
(!) BASE ON BALLS 1 (JUMP 40+)						
GROUND BALL FLY BALL RUNNING GAME		53* (*ADV) *L5		! WILD PITCH? HOLD -5 OR (BAD LEAD STEAL -15)		
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	OF ARM	B+	NO	YES	D	A+
TAG UP ON FLY BALLS			ASSIST	BUNTING		97
TAG 3RD	OF ARM		A	6-10 (FC 1-LB)		
TAG 2ND	NO		FLIP CARD BASEBALL 5			
TAG 1ST	RISK		A-			
FLD CHECK						

If you wish to attempt to tag up on a fly ball or line drive refer to the TAG UP ON FLY BALLS section on the front of the flip card. Refer to the base the runner starts on and check the result to see if they have successfully tagged up on the play or not. The result can either be a YES or a NO or checked against a particular player rating.

Make sure to check the other runners if a runner tags up ahead of them on the base paths. I would suggest always checking when a runner is on third base, and depending on the game situation mostly checking when a runner is on second base with a fly ball to Center Field or Right Field.

Some of the Results

YES	The Runner has tagged up and arrived safely at the next base
NO	The Runner holds at his current base
OF ARM	The running is tagging and the Outfielder who caught the ball is trying to throw him out
RISK	The runner is taking a risk and tagging. Check OF ARM to see if he is thrown out
BR RISK	The Base Runner is taking a risk. Check his Base Running rating to see if he scores
(HR) +	If the combined Power Rating of Batter and Pitcher is equal or higher than this, he tags and scores
(JUMP) +	If the JUMP Rating of the runner is equal or higher than this he tags and scores
POWER +	If the combined Power Rating of Batter and Pitcher is equal or higher than this, he tags and scores
PWR ADJ +	If the Pitchers POWER ADJ Rating is equal or lower than this. He Tags and scores
(BR) +	If the Runners Base Running Rating is equal or higher than this. He Tags and scores
RISK?	The Runner can choose to Risk a tag up against the OF ARM
O/A STOP	Check the OF ARM if passed the runner holds. If not he tags up.
OF RNG STOP	Check the OF FIELDING Rating, if passed the runner holds. If not he tags up.
NO (TBR YES)	The runner does not advance unless he is a trailing Base Runner
F7	The Runner Tags Up if it's a FLY BALL to Left Field
F8	The Runner Tags Up if it's a FLY BALL to Center Field
F9	The Runner Tags Up if it's a FLY BALL to Right Field
F8-F9	The Runner Tags Up if it's a FLY BALL to Center Field or Right Field
NO (TBR CUT OFF?)	The Runner does not tag but may attempt if he is a TBR. If so there maybe a cut off throw.
NO (S/WIND YES)	The Runner would only Tag if there is a Strong Wind
YES (S/WIND NO)	The Runner Tags unless there is a Strong Wind
BR RISK?	The Base Runner can choose to take a risk. Check his Base Running rating to see if he scores
TBR	Trailing Base Runner




PLAY EXAMPLE

EXCLAMATION POINT

WILD PITCH, BALK & PASSED BALLS

Greg Maddux



EMPTY	MEN ON
+1 PITCHING	0
+1 2B ADJ	-10
-5 PW ADJ	-15
-2 STRIKEOUT	-1
-1 CONTROL	-2
0 HBP ADJ	-5


AGE 27
G 36
ERA 2.36
INN 267
SO 197
BB 52
W 20
L 10
SV 0
OBA .232

WILD PITCH	22
BALK	11
GDP	2
RANGE	A-
HOLD	+15
ERROR	46
HIT & RUN ADJ	-1

1993

FLIP CARD BASEBALL VERSION 5

Damon Berryhill#



EMPTY	MEN ON
10 BATTING	14
55 DOUBLES	34
14 TRIPLES	15
14 POWER	24
K6 CONTACT	K9
W3 PATIENCE	W3
26 HBP	1

AGE 29
G 115
BA .245
HR 8
RBI 43
SB 0
DH 0
PH 13
PR 0

H & R	31
SAC	10
B/HIT	19/49
GDP	1

POS C 1B 2B 3B SS LF CF RF

GAMES 105
FIELDING C+
ERROR 10
FCB5 - 1993 CA 1 PB 28 OA

If there are no runners on base. Ignore the Exclamation Mark (!)

THE PITCH						
(!) ON THE OUTER CORNER (STRIKE OUT 7)						
GROUND BALL	363 (R1 BR 36)		!			
FLY BALL	F8		WILD PITCH?			
RUNNING GAME	HOLD -15 OR (GOOD LEAD STEAL +10)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	D-	C	A	YES	C	NO (OF TE?)
TAG UP ON FLY BALLS			ASSIST	BUNTING		9
TAG 3RD	YES		NO	(POP DP2-LB)		
TAG 2ND	NO (SWO YES)					
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK			A			

THE PITCH						
THE CRACK OF THE BAT (BALL IN PLAY) (!)						
GROUND BALL	46		!			
FLY BALL	F9 (S/WIND FOUL)		BALK?			
RUNNING GAME	HOLD 10+ OR (BAD LEAD STEAL -5)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	D	NO	D	D	NO	YES
TAG UP ON FLY BALLS			ASSIST	BUNTING		10
TAG 3RD	RISK?		A-C (TE*)	2-10 (POP DP 1-LB)		
TAG 2ND	NO					
TAG 1ST	(BR) C		FLIP CARD BASEBALL 5			
FLD CHECK			D			

On THE PITCH result you will often see an Exclamation Point symbol (!) either in front of the play description (Card Example 1) or behind it (Card Example 2). This symbol is there to check if there is a Wild Pitch, Balk or Passed Ball. This can also produce some extra Running Game checks as well as a visit to the PICK OFF/TAKE OFF/RUN DOWN? Chart.

If you get a (!) before the description you must check the (!) section before the at bat. If you get a (!) after the play description you will check the (!) section after the current at bat.

Having the before and after means that you are able to check at the end of an at bat, get a result and then flip for the new at bat and you get a (!) before the next at bat. You get two (!) in a row without getting a result from the Batter. This could mean that there is a chance for a Pitcher to throw two wild pitchers with the same batter up.



If a (!) result comes up flip another card and look at the (!) section on the top card. This will tell you what you need to check

Using our example player Greg Maddux. We can see Maddux has a Wild Pitch Rating of (22) Roll a 2D10 or flip for a Random 1-100 number. If the roll is (1-22) it's a Wild Pitch (23-100) No Wild Pitch, continue on with the at bat.

Balks and Passed Balls work exactly the same way. Maddux (1-11) would be a Balk. Damon Berryhill (1-28) would be a Passed Ball. If a Balk or Passed Ball doesn't happen continue with the at bat.

If you get a WILD PITCH? CATCHER BLOCK? Result. Check for the Wild Pitch and then if the Wild Pitch happens check the Catchers PASS BALL rating to see if he lets it by him. If not he blocks the pitch, no Wild Pitch.

Mark Davis*

EMPTY	MEN ON	
-2 PITCHING	-3	
+15 2B ADJ	-15	
-5 PW ADJ	+10	
-1 STRIKEOUT	-1	STA
+1 CONTROL	+4	10
+2 HBP ADJ	-15	

WILD PITCH	14	GS
BALK	0	5
GDP	1	
RANGE	D+	GR
HOLD	-10	24
ERROR	0	
HIT & RUN ADJ	-4	

AGE 30
G 29
ERA 4.45
INN 62.2
SO 47
BB 39
W 6
L 3
SV 1
OBA .240

1991

FLIP CARD BASEBALL VERSION 5

PITCHER STAMINA

A pitchers stamina is indicated on the card. This is the total number of batters a pitcher can face before he starts to fatigue. When he starts to fatigue refer to the Pitcher Fatigue rules below.

However a Pitcher who is both a starter and a reliever during the season, when starting a ballgame, needs an additional calculation to work out his stamina limit.

Take the number of relief appearances and divide them by two and add it to the Stamina Rating. This will then give the Pitcher a new adjusted Stamina rating for when he starts ballgames

For example Mark Davis pictured to the left has a Stamina of (10) We can see that during the season he started (5) games and pitched as a reliever in (24). Relief appearances $(24/2) = 12$ $+(STA 10) = 22$. Mark Davis can go (22) Batters before he will start to Fatigue as a Starter.

When he is pitching in relief try to pitch him as best as you can to fit the situation the game is in. He can be used as a long reliever up to fifteen batters before fatigue sets in. If it is just normal game situation perhaps give him one inning or two if he doesn't allow too many base runners.

**STAMINA (10) + GAMES IN RELIEF (24)
DIVIDED BY TWO = (22)**

PITCHER FATIGUE

There are five levels of Pitcher condition. There is also one bonus level that can be activated if the Starting Pitcher is throwing a shutout.

These levels are (1) Fresh (2) Normal (2.5) Shutout Bonus (3) Fading (4) Tired (5) Exhausted

Every pitcher will have Normal and Fresh results come into play, but (Shutout Bonus), Fading, Tired and Exhausted will only come into play when a pitcher has reached their stamina limit.

There are three ways for a pitcher to reach their stamina limit

1. They have faced the number of batters their stamina rating indicates.
2. They give up four runs in an inning. They have to pitch the rest of the inning as Fading. If they succeed they will go back to normal stamina until their stamina limit has been reached.
3. They have given up five runs in the game. The next batter will start on the fatigue level of FADING. There is no returning to NORMAL stamina, fatigue will increase from here.

** If you are playing a more offense orientated season feel free to change the Five Run Rule. Perhaps the steroid era you can have a seven run rule **

For the Pitcher Fatigue system to work correctly, it is best advised to continue with a Pitcher while in his FADING condition most of the time. This will help balance out the hits taken away on the FRESH results. (If a Pitcher has just given up a string of hits or it's time for a certain Pitcher role to come into the game though, for example, Set Up Man or Closer make the change as you would normally)



THE FRESH PITCHER RULE

You can over turn Base Hits on Singles, Doubles, Triples and Home Runs whilst FRESH. There is around a 25% chance of a FRESH Result, but some of these will require the correct Lefty/Righty matchup to over turn them.

No BALLPARK or FIELDING Results can be over turned with the FRESH system

THE PITCH						
BASE ON BALLS 8 (FRESH) (JUMP *+)						
GROUND BALL FLY BALL RUNNING GAME		63 (-5 HOLD 64) F9		! BALK?		
		HOLD 25+ OR (BAD LEAD STEAL -10)				
BR ON HITS	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
	C+	A+	NO	D+	A-	NO
TAG UP ON FLY BALLS			ASSIST	BUNTING		21
TAG 3RD	RISK?		A-B	SH (3-1)		
TAG 2ND	RISK					
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK			B			

FLIP CARD BASEBALL 5	BALL IN PLAY			
	(29-30) TOUGH PITCH THAT HE SPRAYS TO THE OPPOSITE FIELD SINGLE (GB)			
	FIELDING			
	FLY BALL DOWN THE RIGHT FIELD LINE. THIS IS A TOUGH PLAY FOR THE RIGHT FIELDER. (F9 OR 1B AND 2 BASE ADVANCE)			
	BALL PARK ACTION			
HIT INTO LEFT FIELD FOR A POSSIBLE DOUBLE. CHECK THE CUT OFF FIELDER THE SECOND BASEMAN'S FIELDING RATING TO THROW OUT THE BATTER AT SECOND (TE*?)				
STAMINA		FRESH	-	-
ALL ON BASE RESULTS BECOME GB				

FRESH STAMINA RULES	
STARTING PITCHER	1ST INNING
RELIEF PITCHER	1ST BATTER
LONG RELIEF PITCHER	THREE BATTERS
STARTER PITCHING A SHUTOUT NORMAL BONUS	5 BATTERS AFTER ORIGINAL STAMINA LOST (NORMAL)
FLIP CARD BASEBALL 5	

A Starting Pitcher is considered FRESH when he is in the first inning of the ball game

A Relief Pitcher is considered FRESH only on the very first batter he faces

A Long Relief Pitcher is considered FRESH pitching to his first three batters.

When a Pitcher is considered FRESH he has a chance to overturn an on base result. Flip a FAC and refer to the Stamina section on the bottom card. If one of the three boxes indicates FRESH, then check the play description on the line underneath, and see if the conditions occur. If so an on base result is turned into an out. If not the on base result stands. On the second example card you will see the hit has been turned into a Ground Ball.

The first example card shows in THE PITCH Result **BASE ON BALLS 8 (FRESH) (JUMP *+)**. Any time a reading is in green this indicates a FRESH Pitcher can overturn this reading. If the Pitcher normally would walk a Batter at (BASE ON BALLS 8) and the Pitcher is FRESH he will not walk him on this occasion. The ball would be put into play.

FATIGUE SEQUENCE

Starting Pitchers have three batters at FADING and TIRED before becoming fully Exhausted



Relief Pitchers have two batters at FADING and TIRED before becoming fully Exhausted



PITCHER STAMINA TRACKER			
FADING STARTING PITCHER	1	2	3
TIRED STARTING PITCHER	4	5	6
EXHAUSTED STARTING PITCHER	7+		
FADING RELIEF PITCHER	1	2	
TIRED RELIEF PITCHER	3	4	
EXHAUSTED RELIEF PITCHER	5+		

When a Pitcher has reached his Stamina Limit he will enter the Fatigue Phase. This Phase consists of FADING, TIRED & then finally EXHAUSTED. Starting Pitchers spend three batters in FADING and TIRED stages. From the point of EXHAUSTION he will remain at that level until replaced. Relief Pitchers on the other hand will only spend two batters at FADING and TIRED stages, and then will be EXHAUSTED until replaced. See above example.

When a Pitcher hits Fatigue he will have to follow an extra step for each BALL IN PLAY. Before that though THE PITCH result must be passed. As you can see from the first card example on the next page a Pitcher can get results added to him because of his fatigue. Fatigue results under THE PITCH will always have their readings in the color RED.

Usually if the Pitcher gets through THE PITCH result we would go to the BALL IN PLAY section. A Pitcher under Fatigue will skip that step initially and go right to the bottom of the lower card and look at the three boxes of Fatigue. These boxes will indicate what level of Fatigue would be penalised by the hit reading below it.

Check example cards Two, Three and Four on the next page to get an idea of what these boxes look like. You can see that card two has FADING, TIRED, EXHAUSTED. Card three has just TIRED and EXHAUSTED, FADING would not apply in this case. Card Four has just EXHAUSTED so the other two FADING and TIRED escape the penalty.

If your level of Fatigue is in the boxes. Read the result below the boxes and determine if a hit will occur. If a hit occurs then score it as normal. If a hit doesn't occur then we would move back to our normal process of putting the BALL IN PLAY. Flip another FAC looking at the BALL IN PLAY section to determine the outcome.

This process is basically giving the Batter two chances against the Fatigued pitcher to get on base. FADING will appear in these boxes 25% of the time. TIRED 50%. EXHAUSTED 75%. The other 25% is given to FRESH.

You will notice quite a few extra (!) Exclamation Point checks in the Fatigue section. A FADING, TIRED or EXHAUSTED Pitcher will be at risk of throwing more Wild Pitchers etc.

Many of the results are dependent on having the LEFTY/RIGHTY platoon advantage. There are also some checks that favour the more experienced or older ballplayer. Home field advantage will come into play with some checks as well.

The POWER/SPEED Jump Roll is an opportunity for the Batter to hit a Home Run. If he fails the POWER check he is then able to roll against his JUMP Rating to see if he can pick up an Infield Single.

If a result indicates a hit in the Fatigue section, some results allow for the Fielder to try and make a daring catch. This catch may save the hit but if missed be a worse result for the fielding team. I will explain this process further on in these instructions.

Think of a FADING Pitcher as one the Manager doesn't quite know yet he is starting to fatigue. If he gives up a hit or two while in FADING condition the Manager's eyes are opened and he will make the change. Think of TIRED and EXHAUSTED as noticeable to all.

FATIGUE CARD EXAMPLES

Tired or Exhausted Pitchers will walk a Batter if the combined PATIENCE - CONTROL Rating is W6 - W15. Otherwise the Ball is in Play



THE PITCH						
(TIRED/EXHAUSTED) BASE ON BALLS 6 (IN PLAY) (K -2 STRIKEOUT)						
GROUND BALL		*64		!		
FLY BALL		F8		PASSED BALL?		
RUNNING GAME		HOLD 5+ OR (BAD LEAD STEAL -10)				
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO C		YES YES		NO A+	
TAG UP ON FLY BALLS			ASSIST	BUNTING		77
TAG 3RD	O/A STOP (A)		A-B	SH (2-3)		
TAG 2ND	NO					
TAG 1ST	NO (TBR YES)		FLIP CARD BASEBALL 5			
FLD CHECK			D-			

Fading, Tired or Exhausted Pitchers will give up a Single if the combined BATTING - PITCHING Rating is between 10-30. Otherwise the Ball is in Play



FLIP CARD BASEBALL 5	BALL IN PLAY			
	(3-30) LOOPING LINE DRIVE SINGLE TO RF (BR + 3) (FB) (JUMP 30+)			
	FIELDING			
	FLY BALL INTO THE LEFT CENTER FIELD ALLEY. THE CENTER FIELDER RANGES OVER! (F8 OR 1B 1 BASE ADVANCE)			
	BALL PARK ACTION			
HIT INTO LEFT FIELD FOR AN EASY SINGLE (BATTER RISK?) JUMP RATING BATTER WINS DOUBLE, LEFT FIELDER WINS SINGLE THEN THROWN OUT AT SECOND				
STAMINA		EXHAUSTED	TIRED	FADING
(10-30) SINGLE TO CF (!)				

A Tired or Exhausted Pitchers will give up a Single if the combined BATTING - PITCHING Rating is between 1-30 (Everybody)



FLIP CARD BASEBALL 5	BALL IN PLAY			
	(GROUND BALL-FLY BALL) (0) FB (1) FB (2) 543 (3) 643 (4) 463			
	FIELDING			
	SLOW GROUNDER TO THE SECOND BASEMAN CAN HE PREVENT AN INFIELD SINGLE (4-3 OR IF/1B)			
	BALL PARK ACTION			
CLOSE PLAY AT FIRST (UMPIRE CALL 50/50) 5-3 OR INFIELD SINGLE				
STAMINA		EXHAUSTED	TIRED	-
(!) (1-30) SINGLE TO CF (RISK CATCH CF? L8 OR 2B)				

An Exhausted Pitcher will give up a Single if the combined BATTING - PITCHING Rating is between 7-30. Otherwise the Ball is in Play.



FLIP CARD BASEBALL 5	BALL IN PLAY			
	(27-30) PATIENCE SHOWN AND HE GETS A PITCH HE CAN HIT SINGLE TO LF (GB)			
	FIELDING			
	HARD GROUNDER BACK TO THE MOUND. IF THE PITCHER SNARES IT A DOUBLE PLAY IS TURNED. (1-6-3 OR 1B TO CF 1 BASE ADVANCE)			
	BALL PARK ACTION			
HIT INTO LEFT FIELD FOR A POSSIBLE DOUBLE. CHECK THE CUT OFF FIELDER THE THIRD BASEMAN'S FIELDING RATING TO THROWN OUT THE BATTER AT SECOND				
STAMINA		EXHAUSTED	-	-
(!) (7-30) SINGLE TO CF				

STAMINA BONUS WHILE THROWING A SHUTOUT

A Starting Pitcher that has reached his stamina limit while throwing a shutout will qualify for an additional stage of NORMAL condition that lasts up to five hitters.

The Starting Pitcher is the only one who will be able to qualify for this additional stage.


What it does is push back the FADING stage those five batters. This gives him a chance to possibly complete a shutout or pitch deeper into a ballgame. He has earned a bonus for not giving up any runs.

The BONUS stage will end on any of those five at bats as soon as the opposition scores a run.


Starting with the sixth Batter from the beginning of the BONUS stage the Pitcher is considered FADING and will progress through the FATIGUE System.

TRIPLES

Vince Coleman#



EMPTY	MEN ON
20 BATTING	14
22 DOUBLES	27
39 TRIPLES	35
2 POWER	0
K7 CONTACT	K9
W4 PATIENCE	W3
1 HBP	1



AGE 23
 G 157
 BA .267
 HR 1
 RBI 40
 SB 110
 DH 0
 PH 1
 PR 0

JUMP

 STEAL
 81
 B/R
 C+

POS	C	1B	2B	3B	SS	LF	CF	RF
GAMES						138	17	10
FIELDING						B+	C-	C-
ERROR						11	25	40
FCB5 - 1985	CA		PB			OA		A

BALL IN PLAY

FOULED BACK OR DOWN THE RIGHT FIELD LINE AND BOBBLES AROUND IN THE CORNER 3B? (FB)

FIELDING

LINE DRIVE TO (LHB) RIGHT FIELD (RHB) LEFT FIELD. CAN HE GET THERE FOR THE CATCH (LHB) L9 (RHB) L7 OR 1B 1 BASE ADVANCE)

BALL PARK ACTION

HIT INTO LEFT FIELD, WILL RUNNER TRY FOR SECOND (RISK?). CHECK ARM RATING TO SEE IF BATTER THROWN OUT

STAMINA

EXHAUSTED	-	-
-----------	---	---

(17-30) SINGLE TO LF

SCALE	1-100
-------	-------

There is no need for a separate PITCHER - BATTER example page when it comes to hitting Triples, as this is the only hit result that is not brought about using the matchup system.

That decision was made as I didn't want to see a Pitcher that didn't pitch a lot, but gave up no triples effect a really good Triples hitter negatively. If this doesn't sit well with you please consider using the Pitchers (2B ADJ) as the matchup.

We can see from our player card example that speedy 1985 Vince Coleman has a Triple Rating of (39) with the bases empty, and (35) with men on base.



It's a simple 1-100 roll. (1-35) would net Coleman a Triple while in both split situations (Bases Empty/Men On). A roll of (36-39) would only have Coleman standing on third with (Men on Base).

If you were to roll outside of the Triples range an OUT would occur

Some BALL IN PLAY results would look like 3B?/2B? Which mean check for a Triple and if it fails check for a Double. If both fail then the OUT would occur.

SPEED SINGLES

Joe Morgan*

AGE 33	EMPTY MEN ON	JUMP
G 153	14 BATTING 10	90
BA .288	38 DOUBLES 20	STEAL
HR 22	32 TRIPLES 18	83
RBI 78	21 POWER 42	B/R
SB 49	K11 CONTACT K12	B-
DH 0	W9 PATIENCE W10	
PH 6	1 HBP 16	
PR 0		

H & R	32	B/R
SAC	1	B-
B/HIT	27/57	
GDP	0	

POS	C	1B	2B	3B	SS	LF	CF	RF
GAMES			151					
FIELDING			D					
ERROR			4					
FCB5 - 1977		CA		PB			OA	

BALL IN PLAY

GROUND BALL THIRD BASE (BATTERS JUMP) FOR AN INFIELD SINGLE (5-3)

FIELDING

LINE DRIVE INTO THE ALLEY IN LEFT CENTER FIELD. THE CENTER FIELDER DIVES FULL STRETCH! (L8 WEB GEM! OR 2B AND A 2 BASE ADVANCE)

BALL PARK ACTION

HIT INTO CENTER FIELD FIELDING RATING VS BASE RUNNING. (BATTER RISK?) BATTER WINS DOUBLE, PITCHER WINS SINGLE

STAMINA	EXHAUSTED	TIRED	
(30) SINGLE TO RF			-



FLIP CARD BASEBALL 5

When the BALL IN PLAY card refers to (BATTERS JUMP) to get a possible infield single, we call this a SPEED SINGLE.

We take the BATTERS JUMP Rating, roll 1-100 and if the number is equal or below the BATTERS JUMP a speedy Infield Single has occurred

Any JUMP Rating 100+ or *, **, *** would automatically get an infield single

Omar Moreno*

AGE 24	EMPTY MEN ON	JUMP
G 150	12 BATTING 8	127
BA .240	23 DOUBLES 46	STEAL
HR 7	66 TRIPLES 13	76
RBI 34	14 POWER 9	B/R
SB 53	K6 CONTACT K7	B+
DH 0	W3 PATIENCE W4	
PH 10	7 HBP 1	
PR 6		

H & R	26	B/R
SAC	1	B+
B/HIT	29/59	
GDP	0	

POS	C	1B	2B	3B	SS	LF	CF	RF
GAMES								147
FIELDING								A-
ERROR								18
FCB5 - 1977		CA		PB			OA	B

In our example player card Joe Morgan (1977) has a JUMP Rating of (90). A roll or (1-90) would be an infield single. (91-100) would be the out indicated on the FAC.

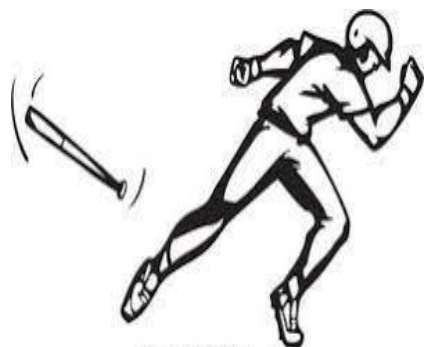
Omar Moreno has even more speed JUMP Rating (127). This would mean as soon as a JUMP SINGLE check comes up, as his JUMP Rating is over 100 then it's an automatic Infield Single.

There is no interaction with the fielder in this check. This is simply about the Batters speed. However if you would like to continue with the matchup theme of FLIP Card Baseball I've listed an OPTIONAL RULE below.

SPEED SINGLE OPTIONAL RULE TO INVOLVE FIELDERS


Below is a little table to use if you would like Fielders to be involved in the SPEED SINGLES process. Make the below adjustments to the BATTERS JUMP Rating to alter the success rate of the Infield Single.

FIELDERS RANGE			ADJUST BATTERS JUMP
A+	A	A-	-20
B+	B	B-	-10
C+	C	C-	0
D+	D	D-	+10
E+	E	E-	+20
	F		+20




BUNTING, SACRIFICE BUNTS, SQUEEZE PLAYS AND BUNT FOR A HIT

Bud Harrelson#



EMPTY	MEN ON
12 BATTING	20
22 DOUBLES	9
17 TRIPLES	70
0 POWER	0
K10 CONTACT	K10
W5 PATIENCE	W8
8 HBP	15



AGE	25
G	123
BA	.248
HR	0
RBI	24
SB	1
DH	0
PH	2
PR	3

JUMP	9
STEAL	25
B/R	C+

H & R	39	B/R
SAC	9	C+
B/HIT	19/49	
GDP	0	

POS	C	1B	2B	3B	SS	LF	CF	RF
GAMES					119			
FIELDING					B			
ERROR					16			
FCB5 - 1969		CA		PB		OA		

THE PITCH						
HE LEAVES THE 0-0 AND IT'S DOWN THE MIDDLE FOR A STRIKE (STRIKE OUT 3)						
GROUND BALL		63 (K6+ 43)		!		
FLY BALL		P2 (S/WIND 1B)		BALK?		
RUNNING GAME		HOLD -20 OR (BAD LEAD STEAL -10)				
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	A-	NO	YES	YES	C	A-
TAG UP ON FLY BALLS			ASSIST	BUNTING		25
TAG 3RD	PWR ADJ +5		A	7-10 (FC 5-LB)		
TAG 2ND	NO					
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK			E			

SACRIFICE BUNTS

Attempting Sacrifice Bunts in Flip Card Baseball is an easy process.

Look under the SAC section on the Batters card. There will be a number there between (1-10). This number is the Batters Sacrifice Bunt Rating.

Flip another FAC and look at the top card. Towards the bottom right hand corner you will see a section simply called BUNTING. Take the Batters SAC Rating and see if the number falls within the range indicated in this BUNTING section.

For example our featured card is Bud Harrelson from the (1969) New York Mets. Bud's BUNTING Rating is a (9). On the Bunting Scale (1) is the Lowest (10) Is the highest. So Harrelson at (9) is quite a successful Sacrifice Bunter.

The Flip Card Reads **7-10 (FC 5-LB)**. So Bud Harrelson's SAC Rating of (9) falls within the (7-10) range indicated for success on the Flip Card. It's a Sacrifice Hit.

Always use the OUT section, and the fielder in the brackets, to see where the ball was hit. In the above example it was hit to the (5) Third Baseman. Score a successful Sacrifice hit 53 or 54.

If the Batters SAC Rating was not within the range then an out would occur. Most often this would be the lead runner retired on a fielders choice. There are also chances for (DP) Pop up double plays to happen.

Some examples of BUNTING readings

SH (54) Any time you see (SH) it's a successful Sacrifice hit. The SAC Rating does not come into play.

9-10 (POP 5) If the SAC Rating is not within the range, it's a Pop Out to the fielder listed

(P5) Pop Out to the Fielder Listed

SH (3-4) (BH JMP?) It's a SAC Hit but also check the Batters JUMP Rating for a chance at a Bunt Single

2-10 (FC 3-LB) The Successful SAC Range followed by the out if unsuccessful in brackets.



BUNT FOR A HIT

On the Batters card you will see a section named (B/HIT). This section simply stands for BUNT HIT. In the past we had to go to a chart to calculate the Bunt for a Hit Rating. Now this rating has already been calculated and is listed as a rating on the Batters card.

The B/HIT Rating has two sections. The successful Bunt for a Hit Rating (Before /) and the SAC Hit rate (After /). If a Batter fails at his attempt to get a Bunt Single, then he still may be able to Sacrifice the runner over.

On Bud Harrelson's card we see his B/HIT is (19/49). Before the / is his B/HIT Success rating (19). After the / is the SAC Hit rating of (49). The SAC Hit rating is always (30) more than the SAC Hit rating when Bunting for a Single.

If you are in a Sacrifice Bunt situation but attempt to go for a Bunt Single at the same time. The Sacrifice probability will go down quite substantially. In Bud Harrelson's case his (9) SAC Rating would get him 85-90% success. If he chooses to try and get a Bunt Single instead his SAC rating drops to 49%.

After you've called a Bunt for a Hit attempt. Roll 2D10 or get a 1-100 number. If the number is equal or less than the Batters B/HIT Rating a BUNT SINGLE occurs.

If the 2D10 is above the batters B/HIT rating it is either a SAC Hit or an Out.

Harrelson Rolls a (15). As his Bunt for a Hit Rating is (19) and the 2D10 is under his rating then score it a Bunt Single.

Harrelson Rolls a (35). This is outside his range to get a Bunt Single but is within the second range to put down a successful SAC Hit. Flip another FAC and go to the BUNTING Section to get the OUT fielders.

Harrelson Rolls a (61) That is outside both the Bunt Single range and the SAC Hit range. If there is a runner on, the lead runner will be out. If not the Batter will be out. Again get the OUT fielder from the BUNTING Section of the FAC.

By using the old FLIP CARD BASEBALL BUNTING SCENARIO CHART you will also be able to have a few extra things come into play. Chance for fielders to effect the Bunt attempt with range or error ratings.

SQUEEZE PLAYS

If there is a runner on Third Base and you want to attempt a SQUEEZE PLAY, go to the FLIP CARD BASEBALL BUNTING SCENARIO CHART

You will need to get a couple of different ratings from the Batters Card and cross reference the numbers on the SQUEEZE PLAY Chart to get a SQUEEZE PLAY RATING.

Grab his Adjusted Contact Rating. (Contact vs Pitcher Strikeout Ratings)

Also get his SAC Rating

Cross reference these two ratings on the chart and you will be given a number (%) to indicate what probability the batter has to execute a successful SQUEEZE PLAY

Roll 2D10 and if its within the (%) for success the runner scores. Outside of that the runner is out at home. Although not on the original chart you may want to give a certain percentage for all the runners to be safe. There is certainly room for an updated chart in the future.

PLAY EXAMPLE

During game play if you decide to put on a Hit & Run we consult the HIT & RUN Chart.

In the past we had to grab adjusted Contact and Batting Ratings and cross reference them on a chart to get a percentage. In FLIP Card Baseball 5 these ratings are already on the player cards.

Looking at our player card examples we have Scott Podsednik of the (2005) Chicago White Sox against Twins Pitcher Johan Santana.


Podsednik has a H & R Rating of (36) which will be adjusted by Santana using his HIT & RUN ADJ of (-4).

The adjusted rating is (32). Roll 2D10 or get a 1-100 Random number. If the result is between (1-32) then a successful Hit and Run has occurred. If the roll is between (33-100) then the Hit & Run Attempt failed.


HIT & RUN VS HIT & RUN ADJ

HIT & RUN

Scott Podsednik*



EMPTY	MEN ON
19 BATTING	17
47 DOUBLES	28
7 TRIPLES	0
0 POWER	0
K9 CONTACT	K10
W4 PATIENCE	W3
6 HBP	29



H & R	36
SAC	1
B/HIT	29/59
GDP	1

JUMP	*
STEAL	71
B/R	B+

POS	C	1B	2B	3B	SS	LF	CF	RF
GAMES						124	7	
FIELDING						C+	C	
ERROR						7	0	
FCB5 - 2005		CA		PB		OA	C	


BASIC HIT & RUN CHART

SUCCESSFUL HIT & RUN PLAY	
1-70	SINGLE TWO BASE ADVANCE
71-85	2B?/1B EXTRA BASE TAKEN
86-90	3B?/1B EXTRA BASE TAKEN
91-100	POWER/1B TWO BASES


UNSUCCESSFUL HIT & RUN PLAY	
1-20	MISSED PITCH (STOLEN BASE -20)
21-30	FOUL BALL (CONTACT -5)
31-40	LINE DRIVE 2B/SS DOUBLE PLAY
41-50	GROUND BALL FIELDERS CHOICE 2B/SS
51-60	GROUND BALL FIELDERS CHOICE 3B/1B
61-70	FLY OUT CENTER FIELD (BR TAG-6)
71-80	FLY OUT LEFT FIELD (BR TAG-6)
81-90	FLY OUT RIGHT FIELD (BR TAG-6)
91-98	GROUND BALL DOUBLE PLAY 2B/SS
99-100	LINE INTO MAXIMUM OUTS

VS

Johan Santana*



EMPTY	MEN ON
-5 PITCHING	+1
+2 2B ADJ	+3
+4 PW ADJ	-15
-5 STRIKEOUT	-5
-1 CONTROL	-1
-20 HBP ADJ	-25



WILD PITCH	49
BALK	0
GDP	1
RANGE	C-
HOLD	-25
ERROR	34
HIT & RUN ADJ	-4

STA	28
GS	33
GR	0

2005

FLIP CARD BASEBALL VERSION 5

ADD ON TO THE BASIC HIT & RUN CHART. CREDIT DAVID RAY FOR ASSISTANCE

SUPPLEMENTAL RULES FOR SUCCESSFUL HIT & RUN	
10	PITCHER FIELDING CHECK TO GET FORCE OUT
13	GROUNDOUT TO PITCHER - RUNNERS ADVANCE
20	CATCHER FIELDING CHECK TO GET FORCE OUT
23	GROUNDOUT TO CATCHER - RUNNERS ADVANCE
30	FIRST BASEMAN FIELDING CHECK TO GET FORCE OUT
33	GROUNDOUT TO FIRST BASEMAN - RUNNERS ADVANCE
40	SECOND BASEMAN FIELDING CHECK TO GET FORCE OUT
43	GROUNDOUT TO SECOND BASEMAN - RUNNERS ADVANCE
50	THIRD BASEMAN FIELDING CHECK TO GET FORCE OUT
53	GROUNDOUT TO THIRD BASEMAN - RUNNERS ADVANCE
60	SHORTSTOP FIELDING CHECK TO GET FORCE OUT
63	GROUNDOUT TO SHORTSTOP - RUNNERS ADVANCE
EXTRA BASE HITS CHECK FIELDING/SINGLES CHECK THROWING ERROR	
70	LEFT FIELD FIELDING CHECK TO KEEP TO A SINGLE
80	CENTER FIELD FIELDING CHECK TO KEEP TO A SINGLE
90	RIGHT FIELD FIELDING CHECK TO KEEP TO A SINGLE

SUPPLEMENTAL RULES FOR UNSUCCESSFUL HIT & RUN	
30	FIRST BASEMAN FIELDING CHECK. FAILURE = H & R SUCCESS
40	SECOND BASEMAN FIELDING CHECK. FAILURE = H & R SUCCESS
50	THIRD BASEMAN FIELDING CHECK. FAILURE = H & R SUCCESS
60	SHORTSTOP FIELDING CHECK. FAILURE = H & R SUCCESS
70	PITCHER FIELDING CHECK. FAILURE = H & R SUCCESS
80	CATCHER FIELDING CHECK. FAILURE = H & R SUCCESS

PLAYING THE INFIELD IN

One of the strategies to stop the runner on third base scoring is to play the infield in. FLIP Card Baseball 5 has a basic system that you can use. Feel free to add anything you wish to these basic rules to add more realism to your game play.

The basic rules are

(1) A SLOW GROUND BALL will give time for the runner to think he can score. He gets thrown out at home plate.

(2) An AVERAGE GROUND BALL will make the runner think twice and hold at third base. The out will then be taken at first. No run scores.

(3) A HARD GROUND BALL will be too hot to handle for the fielders so close, it will get through for a single. The runner on third base scores easily. Check the Base Running section for any other trailing Base Runners.

SLOW GROUND BALL	
13	PITCHER THROWS TO THE PLATE TO GET THE RUNNER
53	THIRD BASEMAN THROWS TO THE PLATE TO GET THE RUNNER
43	SECOND BASEMAN THROWS TO THE PLATE TO GET THE RUNNER
63	SHORTSTOP THROWS TO THE PLATE TO GET THE RUNNER
31 OR U3	FIRST BASEMAN THROWS TO THE PLATE TO GET THE RUNNER

AVERAGE GROUND BALL	
1LB	PITCHER HOLDS RUNNER AT THIRD AND THROWS TO FIRST FOR THE OUT
54	THIRD BASEMAN HOLDS RUNNER AT THIRD AND THROWS TO FIRST FOR THE OUT
46	SECOND BASEMAN HOLDS RUNNER AT THIRD AND THROWS TO FIRST FOR THE OUT
64	SHORTSTOP HOLDS RUNNER AT THIRD AND THROWS TO FIRST FOR THE OUT
36	FIRST BASEMAN HOLDS RUNNER AT THIRD AND THROWS TO FIRST FOR THE OUT

HARD GROUND BALL	
163	SMASHED PAST THE PITCHER FOR A SINGLE INTO CENTER FIELD. RUNNER SCORES.
543	SMASHED PAST THIRD BASE FOR A SINGLE INTO LEFT FIELD. RUNNER SCORES.
463	SMASHED PAST SECOND BASE FOR A SINGLE INTO CENTER FIELD. RUNNER SCORES.
643	SMASHED PAST THE SHORTSTOP FOR A SINGLE INTO CENTER FIELD. RUNNER SCORES.
363	SMASHED PAST FIRST BASE FOR A SINGLE INTO RIGHT FIELD. RUNNER SCORES.

Any OUT Result that has an * next to it. Still check for the error. Perhaps if it's a slow ground ball then this could become a throwing error check. An error would be a wild throw to the plate that the Catcher can't get.

(OPTIONAL) (1) You may also want to have a rule that would have the throw going home, the runner safe, and there is no chance to get any other outs on the bases. Fielders Choice no outs.

(2) Fielder checks his FIELDING Rating to stop a HARD GROUND Ball getting through.

(OPTIONAL 1) THROW TO THE PLATE BUT THE RUNNER BEATS THROW, NO CHANCE FOR OTHER OUTS	
JUMP 0-20	(1-10) SAFE (11-100) OUT AT THE PLATE
JUMP 21-40	(1-20) SAFE (21-100) OUT AT THE PLATE
JUMP 41-60	(1-30) SAFE (31-100) OUT AT THE PLATE
JUMP 61-80	(1-40) SAFE (41-100) OUT AT THE PLATE
JUMP 81+	(1-50) SAFE (51-100) OUT AT THE PLATE

RISK CATCH (OPTIONAL)

FLD	-3	-6	-9
A+	B+	C+	D+
A	B+	C	D
A-	B-	C-	D-
B+	C+	D+	E+
B	C	D	E
B-	C-	D-	E-
C+	D+	E+	F
C	D	E	F
C-	D-	E-	F
D+	E+	F	F
D	E	F	F
D-	E-	F	F
E+	F	F	F
E	F	F	F
E-	F	F	F

FLIP CARD BASEBALL 5	BALL IN PLAY		
	BALLPARK (GB)		
	FIELDING		
	LINE DRIVE INTO THE ALLEY IN RIGHT CENTER FIELD. THE RIGHT FIELDER DIVES FULL STRETCH! (L9 OR 2B AND A 3		
	BASE ADVANCE)		
	BALL PARK ACTION		
	HIT INTO RIGHT FIELD, WILL RUNNER TRY FOR SECOND (RISK?). CHECK ARM RATING TO SEE IF BATTER THROWN OUT		
	STAMINA		
	(11-30)	EXHAUSTED	TIRED
	SINGLE TO LF (RISK CATCH -9 LF? L7 OR 2B)		

When the Pitcher is penalised through Fatigue, some of these hit results have an option given to the fielder to try and take a daring catch. We call this a RISK CATCH.

For example the Fatigue penalty results in a Single being hit. There is a (RISK CATCH) reading after the single reading. This will tell you whether the fielder will have the option to check his fielding rating to take this RISK CATCH.

The reading will have what adjustment to make to the Fielding Grade of the fielder, if any. And it will also tell you what penalty will happen if he fails to make the catch.

A Fielder's FIELDING Rating will be (1) Not adjusted (2) -3 (3) -6 (4) -9. See the chart above for how it effects the ratings

In the FLIP Card example above we see that a single is hit for BATTING Ratings (11-30). We also see the reading (RISK CATCH -9 LF? L7 OR 2B). The option is there to try and take a RISK CATCH. If the Left Fielder gets the catch successfully than it will be a Line Out to Left Field. If the Left Fielder doesn't get to the ball the ball gets by and instead of the original single it turns into a double. The biggest part of the reading is the (-9). This is showing that the catch is of great difficulty as their FIELDING Rating is negative nine grades on this attempt. Even an (A+) fielder (Adjusted to D+) would have a less than average chance of making this catch (38%)

It's better to try and take a daring catch (RISK CATCH) when the difficulty of the catch is not so great. A great catch may get the pitcher out of a tough situation, but if the fielder misses the catch then the penalty is a strong one.

Perhaps a fielder will have no choice but to attempt the catch, take this catch or the game is over!



PURPLE READINGS

Purple Readings are results that appear only three times in the entire FAC deck. They are simply to do with STRIKE 3 getting away from the Catcher either because of a Passed Ball or a Wild Pitch

If there is a Wild Pitch in this situation the Catcher will have an opportunity to recover the ball and get the out by throwing down to first to retire the runner. This would be a K23 or a 2-3 Strikeout.

If the Catcher cannot make the play then the Batter will be standing on first from a Strikeout.

If a STRIKE OUT 7 results in there being a Strikeout, we have to check (!). If this check results in a WILD PITCH?, then check the Pitchers WILD PITCH Rating. (No Wild Pitch) is a strikeout. (Wild Pitch) check the Catchers Fielding Rating to see if he can recover the ball and throw down to first in time for the out. If not the Batter is on First Base even though he struck out.

THE PITCH						
BREAKING BALL BREAKS DOWNWARDS (STRIKE OUT 7) (!) (IF WP C/FLD 2-3?)						
GROUND BALL	*643 (R1 JP 63)		!			
FLY BALL	F8*		WILD PITCH? CATCHER BLOCK?			
RUNNING GAME	HOLD -10 OR (GOOD LEAD STEAL +15)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	YES	NO (IF TE?)	YES	C+	NO
TAG UP ON FLY BALLS			ASSIST	BUNTING		59
TAG 3RD	YES		A-B	SH (1-3)		
TAG 2ND	NO (TBR YES)		FLIP CARD BASEBALL 5			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK			FAIL			

If a STRIKE OUT 15 results in there being a Strikeout, we have to roll a 2D10 to get a 1-100 number. If the roll is between (1-30) then there is a possibility the Catcher will have a PASSED BALL, and the Strike Out victim will be on first base. Check the PASSED BALL Rating of the Catcher. If within his rating it is a (PASSED BALL) and the Batter will get to first. (NO PASSED BALL) It's a strikeout.

THE PITCH						
(STRIKE OUT 15) (DROPPED THIRD STRIKE? (1-30) AND THEN C/FLD FOR THE 2-3 OR PB)						
GROUND BALL	*43		!			
FLY BALL	L7		BALK?			
RUNNING GAME	HOLD 0 (PICK OFF ATTEMPT DIVED BACK IN? (B/R)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	YES	C-	C-	BR RISK?	NO	OF ARM
TAG UP ON FLY BALLS			ASSIST	BUNTING		25
TAG 3RD	YES (SWI NO)		A-B	SH (3-4)		
TAG 2ND	F9		FLIP CARD BASEBALL 5			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK			FAIL			

If a STRIKE OUT 1 results in there being a Strikeout, we have to check (!). If this check results in a WILD PITCH?, then check the Pitchers WILD PITCH Rating. (No Wild Pitch) is a strikeout. (Wild Pitch) check the Catchers Fielding Rating to see if he can recover the ball and throw down to first in time for the out. If not the Batter is on First Base even though he struck out.

THE PITCH						
THAT ONE BOUNCES IN THE DIRT IN FRONT OF THE PLATE (STRIKE OUT 1) (!) (IF WP C/FLD 2-3?)						
GROUND BALL	63* (*ADV)		!			
FLY BALL	F8		WILD PITCH? CATCHER BLOCK?			
RUNNING GAME	HOLD 20+ (PICK OFF ATTEMPT DIVED BACK IN)					
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	NO	YES	YES	NO	A-
TAG UP ON FLY BALLS			ASSIST	BUNTING		81
TAG 3RD	YES		A-B	SH (5-4) (BH JMP?)		
TAG 2ND	NO		FLIP CARD BASEBALL 5			
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK			E-			

BLUE READINGS (WILL NOT NEED TO BE CHECKED THE MAJORITY OF PLATE APPEARANCES)

READINGS THAT PUSH PLAYER RATINGS UNDER OR BEYOND THE NORMAL SCALE IN FLIP CARD BASEBALL 5

NEGATIVE CONTACT RATING

When the combined CONTACT - STRIKEOUT Rating happens to be in the negatives. Example (-1) through (-10). You are able to pick up extra strikeouts by referring to the BLUE Reading to the right of THE PITCH result. On the displayed card we see (K -1 Strikeout). If the combined rating is (-1) or less than the Batter would strikeout instead of putting the ball into play.

THE PITCH						
CONTACT MADE (BALL IN PLAY) (K -1 STRIKEOUT)						
GROUND BALL	*63		!			
FLY BALL	P2*		WILD PITCH?			
RUNNING GAME			HOLD 25+ OR (GOOD LEAD STEAL +5)			
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	B+	A	NO (OF E?)	YES	NO	NO
TAG UP ON FLY BALLS			ASSIST	BUNTING		48
TAG 3RD	E-		A-B	5-10 (FC 1-LB)		
TAG 2ND	(JUMP) 90+					
TAG 1ST	NO		FLIP CARD BASEBALL 5			
FLD CHECK			A+			

16+ PATIENCE RATING

If the combined PATIENCE - CONTROL rating pushes the result to something over fifteen, (16+) then the BLUE Reading will give an opportunity to get extra walks. In the pictured card result, if the combined PATIENCE was (16) or above, instead of putting the BALL IN PLAY there would be a WALK.

THE PITCH						
0-1 BREAKING BALL LOW AND AWAY (BALL IN PLAY) (W16 WALK)						
GROUND BALL	363 (BT BR 36)		!			
FLY BALL	L8		PASSED BALL?			
RUNNING GAME			HOLD -20 (PICKED OFF)			
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	NO	A	YES	NO	D-	A+
TAG UP ON FLY BALLS			ASSIST	BUNTING		87
TAG 3RD	OF RNG STOP?		NO	9-10 (POP 3)		
TAG 2ND	(JUMP) 70+					
TAG 1ST	(JUMP) 60+		FLIP CARD BASEBALL 5			
FLD CHECK			D			

POWER OR DOUBLES OVER 100

Any time the combined DOUBLE - 2B ADJ or POWER - PW ADJ pushes the rating beyond 100 you have a chance to get extra results for DOUBLES or POWER on a BLUE Reading. In the pictured card if either the DOUBLE or POWER Rating was (112) or above that result would happen instead of the FLY OUT.

BALL IN PLAY						
FLY BALL (2B? OR PW 112+)						
FLIP CARD BASEBALL 5	FIELDING					
	HARD GROUNDER UP THE MIDDLE. IF THE SECOND BASEMAN CAN REACH IT HE WILL TURN A SPECTACULAR DOUBLE PLAY (4-6-3 OR 1B TO CF)					
	BALL PARK ACTION					
	HIT INTO CENTER FIELD, RUNNER IS TRYING FOR SECOND. CHECK ARM RATING TO SEE IF BATTER THROWN OUT					
STAMINA			FRESH	-	-	
ALL ON BASE RESULTS BECOME GB						

NEGATIVE BATTING RATING

Any time there is a FIELDING or BALLPARK check that results in a SINGLE, but you see a BLUE Reading (1B-HG) refer to the number beside it. If the combined BATTING - PITCHING Rating falls into the negative there is the chance that the SINGLE result will be taken away. On the displayed card (-4) and below would have the SINGLE gained through a FIELDING check taken away to become an out.

BALL IN PLAY						
FIELDING (JUMP 9+ RUNNING GAME) (1B-HG -4/FB)						
FLIP CARD BASEBALL 5	FIELDING					
	LINE DRIVE DOWN THE LEFT FIELD LINE. THE LEFT FIELDER RANGES OVER. (L7 OR 2B INTO THE LEFT FIELD CORNER 2 BASE ADVANCE. JUMP 70+ SCORES)					
	BALL PARK ACTION					
	HIT INTO LEFT FIELD FIELDING RATING VS BASE RUNNING. (BATTER RISK?) BATTER WINS DOUBLE, PITCHER WINS SINGLE					
STAMINA			FRESH	-	-	
LEFTY/RIGHTY SAME FB						

ORANGE READINGS

ORANGE Readings will only ever appear next to POWER checks on the BALL IN PLAY section of the FLIP Card.

These readings exist to help recreate the style of the DEADBALL ERA (1900-1920).

At the current time there are no DEADBALL Seasons rated for FLIP CARD BASEBALL 5. The stats needed to rate for the game are not complete for this era in most cases.

What the ORANGE readings do are to take two thirds of all POWER readings and turn them into either a BUNT FOR A HIT or HIT AND RUN.

DEADBALL season cards will be rated to have only one third of the POWER Checks and also be rated to have more BUNT HITS and Hit and Run opportunities

At this stage I would advise to ignore all ORANGE Readings, unless of course you want to experience a little DEADBALL Era strategy.

FLIP CARD BASEBALL 5	BALL IN PLAY			
	THE PITCHER MISSES HIS SPOT POWER (FB) (DEADBALL BUNT FOR HIT)			
	FIELDING			
	LINE DRIVE OUT IN FRONT OF THE CENTER FIELDER. HE SLIDES FORWARD! (L8 OR 1B AND HE KEEPS IT IN FRONT OF HIM. 1 BASE ADVANCE)			
	BALL PARK ACTION			
SINGLE TO RIGHT FIELD (RISK? BASE RUNNING RATING TO TURN IT INTO A DOUBLE)				
STAMINA		EXHAUSTED	TIRED	FADING
DOUBLE?/HOME (HOME FIELD ADVANTAGE SINGLE)				

FLIP CARD BASEBALL 5	BALL IN PLAY			
	CRUSHES IT DOWN THE LINE, FAIR OR FOUL POWER (FB) (DEADBALL HIT & RUN)			
	FIELDING			
	SLOW GROUNDER TO THE SHORTSTOP CAN HE PREVENT AN INFIELD SINGLE (6-3 OR IF/1B)			
	BALL PARK ACTION			
HIT INTO LEFT FIELD, RUNNER IS TRYING FOR SECOND. CHECK ARM RATING TO SEE IF BATTER THROWN OUT				
STAMINA		EXHAUSTED	TIRED	-
DOUBLE?/HOME (HOME FIELD ADVANTAGE SINGLE)				

TEAM RELIEVER CARDS

Team Reliever Cards are there to help simplify the choosing of a Relief Pitcher


The card will feature the top eleven Relievers for the team. The players with the most appearances will always be listed around the top of the card.

Players will each have their own line. That line is broken up into four different sections. Sixth, Seventh, Eighth and Ninth Innings Appearances

If you are in a game and you need to go to the Bullpen to bring in a Pitcher. Look at the innings number column that you are in. Look down the column and see which Pitchers appeared the most and choose a new Pitcher from the selection.

Looking at the 1990 Reds card example. If we need a Set Up man, we would look down the 8th inning column. We have a few options. Perhaps you would pitch either Rob Dibble (47 Eighth Inning appearances) or Norm Charlton (24 Eighth Innings appearances)

We would then have Randy Myers ready for the ninth (57 ninth inning appearances)

CINCINNATI REDS				
1990				
	AVE	.265		
	ERA	3.39		
	FLD	.983		
RELIEVER	6	7	8	9
Rob Dibble	6	31	47	28
Randy Myers		3	29	57
Tim Layana	19	19	19	12
Norm Charlton	7	18	24	11
Tim Birtsas	12	10	11	5
Rick Mahler	8	11	8	5
Rosario Rodriguez		5	4	3
Keith Brown	3	3	3	2
Scott Scudder	4	2	3	1
Kip Gross		4	2	1
Jack Armstrong		1	1	1
FLIP CARD BASEBALL VERSION 5				

WIND (OPTIONAL)

Wind Rules are strictly **OPTIONAL** in **FLIP CARD BASEBALL 5**. It's up to the gamer whether they will utilise them or not. There's also no set chart to bring them into the game. The gamer will have to create their own pre game roll to give a chance for the types of wind conditions to become a factor. Wind can effect various readings. All **WIND** Readings will be in red for easy differentiation. The description will show what effect it has on the play.

Conditions can be either (1) **CALM** - No change to to normal **FLIP Card Readings** (2) **MODERATE WIND** - Either **IN** or **OUT** (3) **STRONG WIND** - Either **IN** OR **OUT**. **STRONG Winds will use both STRONG and MODERATE wind readings.**

These conditions can effect **POWER, FLY BALLS, LINE OUTS, POP UPS, FIELDING RANGE, OF ARM, TAG UPS, HITS, and also FATIGUED PITCHERS** effecting **WALKS OR STRIKEOUTS**.

Below are three cards showing some of the more common examples of how wind will effect a play.

In the example card on the right we have a **FLY BALL** in **CALM** conditions. If the conditions in your game has **MODERATE** Wind blowing **OUT**, then instead of a **FLY BALL** you would have to check if the wind caught the ball and see if it's a **POWER** (Home Run) or **2B?** (Double). If the checks fail then the original **FLY BALL** will stand. If the wind is **STRONG OUT** you would also check for **PW/2B?**

FLIP CARD BASEBALL 5	BALL IN PLAY			
	FLY BALL (MODERATE WIND OUT PW?/2B?)			
	FIELDING			
	LINE DRIVE INTO THE ALLEY IN LEFT CENTER FIELD. THE CENTER FIELDER SLIDES! (L8 OR 2B AND A 3 BASE ADVANCE)			
	BALL PARK ACTION			
	HIT INTO RIGHT FIELD. IF THE PITCHERS DOUBLE ADJUSTMENT IS (+) THEN A DOUBLE OTHERWISE A SINGLE			
STAMINA		EXHAUSTED	-	-
(28-30) SINGLE TO CF (RISK CATCH -3 CF? L8 OR 2B)				

In this example the normal reading is a **PW/2B?** (**POWER/DOUBLE**) check. If there is a **STRONG WIND** blowing **IN** though, the **PW/2B?** Check will turn into a **FLY BALL**. If the wind is only a **MODERATE** one than the normal **PW/2B?** Check would occur.

FLIP CARD BASEBALL 5	BALL IN PLAY			
	FOULED INTO THE SEATS OR PULLED INTO THE POWER ALLEY PW/2B? (FB) (STRONG WIND IN FLY BALL)			
	FIELDING			
	LINE DRIVE INTO THE ALLEY IN RIGHT CENTER FIELD. THE CENTER FIELDER DIVES! (L8 OR 2B AND A 2 BASE ADVANCE)			
	BALL PARK ACTION			
	DOUBLE? TO LEFT FIELD* (IF ERROR BALL GETS BY ADVANCE ONE BASE)			
STAMINA		FRESH	-	-
LEFTY/RIGHTY SAME GB				


The third example has two different readings with **WIND** effects. (1) The **FLY BALL** section there is a **POP UP** to Third Base. If there is a **STRONG** Wind this ball will drift **FOUL**. (2) The **ASSIST** section. **OF ARMS** (A & B) will throw the runner out, but if there is a **STRONG** Wind we will have to check if they have committed a **THROWING ERROR**.

THE PITCH						
1-0 FASTBALL (BALL IN PLAY)						
GROUND BALL		*3		!		
FLY BALL		P5 (S/WIND FOUL)		WILD PITCH?		
RUNNING GAME		HOLD -10 (PICKED OFF)				
BR ON	1B R1ST	1B R1ST (2)	1B R2ND	1B R2ND (2)	2B R1ST	2B R1ST (2)
HITS	A OF ARM		NO	NO	NO	NO
TAG UP ON FLY BALLS			ASSIST	BUNTING		20
TAG 3RD	OF ARM		A-B (SW TE*)	SH (5-4)		
TAG 2ND	NO					
TAG 1ST	NO					
FLD CHECK			FLIP CARD BASEBALL 5			
			E+			


OUT VARIATIONS

SLOW GROUNDER (OUT IS AT FIRST BASE)	63	53	43	U3	31	13	23
AVERAGE GROUNDER (OUT IS AT SECOND BASE)	64	54	46	36	1LB	2LB	
HARD GROUNDER (DOUBLE PLAY BALL)	643	543	463	363	163	263	
FLY BALLS	F7	F8	F9				
LINEOUTS	L7	L8	L9	L5	L6	L4	L3
POP OUTS	P2	P5	P6	P4	P3	P1	

Cal Ripken



EMPTY	MEN ON
12 BATTING	9
42 DOUBLES	45
22 TRIPLES	16
42 POWER	30
K9 CONTACT	K9
W3 PATIENCE	W4
1 HBP	23



AGE	21
G	160
BA	.264
HR	28
RBI	93
SB	3
DH	0
PH	0
PR	1

JUMP	8
STEAL	50
B/R	C

H & R	26
SAC	1
B/HIT	11/41
GDP	1

POS	C	1B	2B	3B	SS	LF	CF	RF
GAMES				70	94			
FIELDING				C+	C+			
ERROR				12	14			
FCB5 - 1982	CA	PB	OA					

ERRORS (*) AND THROWING ERROR (TE*) CHECKS

Any reading with an (*) is an error check. Roll against the listed fielders error rating and if equal or below his error rating an error has occurred.

If the (*) is before the out reading (The Left Hand Side) Then the error check is against the fielder who initially fields the ball.

If the (*) is after the out reading (The Right Hand Side) Then the error check is against the fielder who receives the ball from the throw.

Any possible throwing error (TE*) would have the chance for the fielder to throw the ball away. If the error occurs roll another 2D10 and (1-50) One Base Error (51-100) Two Base Error

Any error occurring on a FLY OUT/LINE OUT to the outfield also roll another 2D10 (1-50) One Base Error (51-100) Two Base Error

Any LINE OUT or POP UP to the infield dropped, is a one base advance. If there are two outs and a POP UP is dropped advance the runner two bases as he was running on contact.

CONDITIONAL DOUBLE PLAY OR FORCE OUTS

In FLIP Card Baseball there are ground balls hit that could be either DOUBLE PLAYS or FORCE OUTS or OUT AT FIRST. These ground outs are called CONDITIONAL GROUND OUTS.

There are different player ratings that will be called upon to determine how many outs occur on the play. Some of these ratings are, FIELDING, BASE RUNNING, JUMP, SPEED, PITCHER HOLD, or CONTACT.

Example 1. FIELDING RANGE	A DOUBLE PLAY will occur if the fielder passes a FIELDING Rating check. The Fielder in (Brackets) is chosen. If he passes it's a DOUBLE PLAY. If he fails it's just a FIELDS CHOICE.
463 (2B)	
Example 2. BASE RUNNING	A DOUBLE PLAY will occur unless the BASE RUNNER on first passes a check against his BASE RUNNING Rating. If he passes he gets down to second and disrupts the throw to first. The out at second is the only one they can get.
463 (R1 BR 46)	
Example 3. JUMP	A DOUBLE PLAY will occur unless the BASE RUNNER on first passes a check against his JUMP Rating. If he passes he gets down to second and disrupts the throw to first. The out at second is the only one they can get.
463 (R1 JP 46)	
Example 4. BASE RUNNING	A DOUBLE PLAY will occur unless the BATTER passes a BASE RUNNING Rating check. If he passes the check it will only be a FIELDS CHOICE.
643 (BT BR 64)	

CONDITIONAL DOUBLE PLAY OR FORCE OUTS (continued)

Example 5. JUMP	A DOUBLE PLAY will occur unless the BATTER passes a JUMP Rating check. If he passes the check it will only be a FIELDERS CHOICE as the Batter had enough speed to beat out the throw to first
643 (BT JP 64)	
Example 6. PITCHER HOLD	A FIELDERS CHOICE will occur unless the PITCHER has a HOLD Rating of (-5) or less. If the Pitchers HOLD Rating passes the test this will be a DOUBLE PLAY instead of a FIELDERS CHOICE.
46 (-5 HOLD 463)	
Example 7. LEADING BASE	A 2-3 GROUNDOUT will occur unless there are other Base Runners forced. A Catcher in that situation can throw to leading base to get the out instead of first base.
23 (TO LB IF REQ)	
Example 8. BATTER CONTACT	A DOUBLE PLAY will occur unless the BATTER has an adjusted CONTACT Rating of (K10) or above. If he does he shows he has good bat control by hitting the ball behind the runner and avoiding the DOUBLE PLAY.
543 (K10+ 43)	
Example 9. TRIPLE PLAY	This result can possibly have a TRIPLE PLAY occur. There would have to be a number of things come together to have this happen (1) There must be runners on 1 & 2, or 1, 2 & 3 with no outs (2) The Third Baseman will have to pass an ERROR Check (*) (3) The Third Baseman will then have to pass a FIELDING Check (4) The Base Runner coming into second base would have to fail a BASE RUNNING check. If all these things occur, score it a TRIPLE PLAY
(TP?) *543 FLD/BR	
Example 10. BASE RUNNING	A DOUBLE PLAY will occur, however the Base Runner may be able to rush the initial fielder and cause a THROWING ERROR. Check the runner on first BASE RUNNING Rating. If he passes the test then check the initial fielder for a THROWING ERROR. An error would mean no outs on the play.
463 (R1 BR (T*) 463)	
Example 11. JUMP	A DOUBLE PLAY will occur, however the Base Runner may be able to rush the initial fielder and cause a THROWING ERROR. Check the runner on first JUMP Rating. If he passes the test then check the initial fielder for a THROWING ERROR. An error would mean no outs on the play.
463 (R1 JP (T*) 463)	

All the examples above deal with whether it's a DOUBLE PLAY or a FIELDERS CHOICE. You use the exact same process on anything that deals with is it a FIELDERS CHOICE or a GROUND OUT TO FIRST.

These CONDITIONAL OUTS will occur maybe a few times a game. What it does is bring variety into the outs. You can see that in this case my speedy runner caused a THROWING ERROR instead of there being a DOUBLE PLAY etc.

There is plenty of room to have optional additional charts made to bring even more variety to the outs. Maybe these charts will focus more on the speed of the Batters and Base Runners

MULTIPLE HIT CHANCES

There are some results that have MULTIPLE HIT CHANCES. In the example card 2B?/1B.

Always check the left hand side first. In this case a possible DOUBLE. If the check passes it's a DOUBLE. If not you check the right hand side (1B). In this case a single has been hit. Some cards will have two hit chances but if you fail both it would then be an (FB) or (GB)

FLIP CARD BASEBALL 5	BALL IN PLAY			
	LINE DRIVE OVER THE SECOND BASEMAN THAT'S A HIT 2B?/1B (JUMP 95+) (1B-HG -2/FB)			
	FIELDING			
	TOUGH GOUNDER TO FIRST. CAN THE FIRST BASEMAN MAKE THE PLAY? (U3 OR 1B AND 2 BASE ADVANCE)			
	BALL PARK ACTION			
SINGLE TO CENTER FIELD (BASE RUNNING RATING TO TURN IT INTO A DOUBLE)				
STAMINA		EXHAUSTED	TIRED	-
POWER/SPEED (JUMP ROLL SINGLE)				

ABBREVIATIONS AND MEANINGS

(!)	EXCLAMTION MARK TO CHECK FOR WILD PITCHES, BALKS, PASSED BALLS ETC
*	ERROR CHECK
1B	SINGLE
2B?	DOUBLE CHECK
3B?	TRIPLE CHECK
ACTION	BALLPARK ACTION
B/R	BASE RUNNING RATING
BAD LEAD	BAD LEAD FOR A STOLEN BASE
BALK?	PITCHER BALK CHECK
BASE ON BALLS	POSSIBLE WALK
BH JMP?	POSSIBLE BUNT HIT CHECKING THE BATTERS JUMP RATING
BR	BASE RUNNER OR BASE RUNNING RATING
BR RISK	RISK IS AGAINST RUNNERS BASE RUNNING RATING TO TAKE THE EXTRA BASE OR TAG UP
BR RISK?	A CHOICE FOR THE GAMER TO CHOOSE IF HE TAKES THE RISK AGAINST BASE RUNNING RATING TO TAKE EXTRA BASE OT TAG UP
BT	BATTER
C/FLD	CATCHER FIELDING RATING
C/O	CUT OFF
C/PB	CATCHER PASSED BALL CHECK
CATCHER BLOCK?	CATCHER HAS A CHANCE TO BLOCK THE PITCH BY PASSING A PASSED BALL CHECK
CUT OFF	THE CUT OFF FIELDER
DP	DOUBLE PLAY
E*? BASEMAN	ERROR CHANCE ON THE BASEMAN TAKING THE THROW
EXHAUSTED	READING FOR A EXHAUSTED PITCHER
FADING	READING FOR A FADING PITCHER
FB	FLY BALL
FC	FIELDERS CHOICE
FRESH	READING FOR A FRESH PITCHER
GB	GROUND BALL
GOOD LEAD	GOOD LEAD FOR A STOLEN BASE
HBP?	POSSIBLE HIT BY PITCH
HOLD	PITCHERS HOLD RATING
HR	POWER RATING OF THE BATTER
IF TE?	POSSIBLE INFIELD THROWING ERROR
JP	JUMP RATING
JUMP	POSSIBLE JUMP TO GET A STOLEN BASE
JUMP ***	GETS A JUMP TO STEAL A BASE IF HE'S ***
JUMP **+	GETS A JUMP TO STEAL A BASE IF HE'S ** OR ***
JUMP *+	GETS A JUMP TO STEAL A BASE IF HE'S * OR ** OR ***
K	STRIKEOUT RATING
LB	THE LEAD BASE THAT A RUNNER IS FORCED TO
LBR	LEAD BASE RUNNER
LEFTY/RIGHTY	PLATOON SPLIT. IF A LEFT HANDER IS FACING A RIGHT HANDER
M/WIND	MODERATE WIND
MODERATE WIND	MODERATE WIND
MW TE*	CHANCE AT A THROWING ERROR IF THERE IS A MODERATE OR STRONG WIND
O/A STOP	CHECK OF THE OUTFIELDERS ARM RATING TO SEE IF HE CAN HOLD THE RUNNER AT HIS BASE
OF ARM	OUTFIELDERS ARM RATING TO THROW THE RUNNER OUT TRYING TO ADVANCE
OF E?	A POSSIBLE ERROR BY THE OUTFIELDER
OF RNG STOP?	CHECK THE OUTFIELDERS FIELDING RANGE TO SEE IF HE STOPS THE BASE RUNNER ADVANCE
OUT	THE RESULT IS AN OUT, EITHER A (GB) OR (FB)
PASSED BALL?	POSSIBLE PASSED BALL AGAINST THE CATCHER
PB	PASSED BALL CHECK
PICKED OFF	THE RUNNER HAS BEEN PICKED OFF BASE
POP	A INFIELD POP UP
POWER	A POWER CHECK TO YIELD A POSSIBLE HOME RUN
POWER +	IF THE POWER RATING IS THIS NUMBER PLUS THE BASE RUNNER HAS TAGGED UP
PW?	POSSIBLE HOME RUN CHECK
PWR ADJ+	IF THE PICTHERS POWER ADJ RATING IS THIS NUMBER + THEN THE BASE RUNNER HAS TAGGED UP

RISK	THE BASE RUNNER IS TAKING A RISK AGAINST THE OUTFIELDERS ARM TO ADVANCE A BASE
RISK CATCH?	AN OPPORTUNITY FOR THE FIELDER TO MAKE A DARING OUTFIELD CATCH
RISK?	THE BASE RUNNER CAN CHOOSE WHETHER OR NOT TO TAKE A RISK AGAINST THE OUTFIELDERS ARM TO ADVANCE A BASE
S/WIND	STRONG WIND
SH	SACRIFICE HIT
STRIKE OUT	STRIKE OUT READING
STRONG WIND	STRONG WIND
SW TE*	POSSIBLE THROWING ERROR IF THERE IS A STRONG WIND
T*	POSSIBLE THROWING ERROR
TBR	TRAILING BASE RUNNER
TBR CUT OFF?	THE TRAILING BASE RUNNER WILL POSSIBLY BE THROWN OUT BY THE CUT OFF MAN
TE*	THROWING ERROR
TE*? C	POSSIBLE THROWING ERROR ON THE CATCHER
TIRED	READING FOR A TIRED PITCHER
W	PATIENCE RATING AS INDICATED ON BLUE READINGS
WILD PITCH?	POSSIBLE WILD PITCH
WP	WILD PITCH

YOUR OWN RARE PLAYS

If you would like to use your own set of RARE PLAYS, please consider using the (80-99) roll on a BALLPARK check. If you use all twenty numbers for your rare play chart then your chart will come up around once every fifty balls in play. If you want something less often (90-99) would be every one hundred balls in play etc.

CALLING YOUR OWN STEALS

If you would prefer not to use the AUTOMATED STEALING SYSTEM in FLIP CARD BASEBALL 5 you can call your own steals.

Choose if the runner is going to steal, and then use his STEAL RATING and adjust this by the CATCHERS ARM RATING to get the combined STOLEN BASE RATING. Roll 2D10 and if the roll is equal or below the base has been stolen.

One thing I would suggest is to still use the RUNNING GAME process to be able to get stolen base attempts for the lessor steal guys. This also brings the PITCHER HOLD RATINGS into play.

CLOSING WORDS

Thanks for having a look at FLIP CARD BASEBALL 5. This version is the culmination of all the previous versions over the years. I think this version has got a bit of everything in it. Has a good Batter - Pitcher Interaction, while bringing in some nice variety in play results.

This game is easy to bring in your own modifications, and it's encouraged for you to do so. Feel free to share any mods you have with the Tabletop community.

I hope you get some enjoyment out of playing the game, or even just looking at the cards. Shoot me a message on the Tabletop Sports Delphi Forum if you have any questions or thoughts.